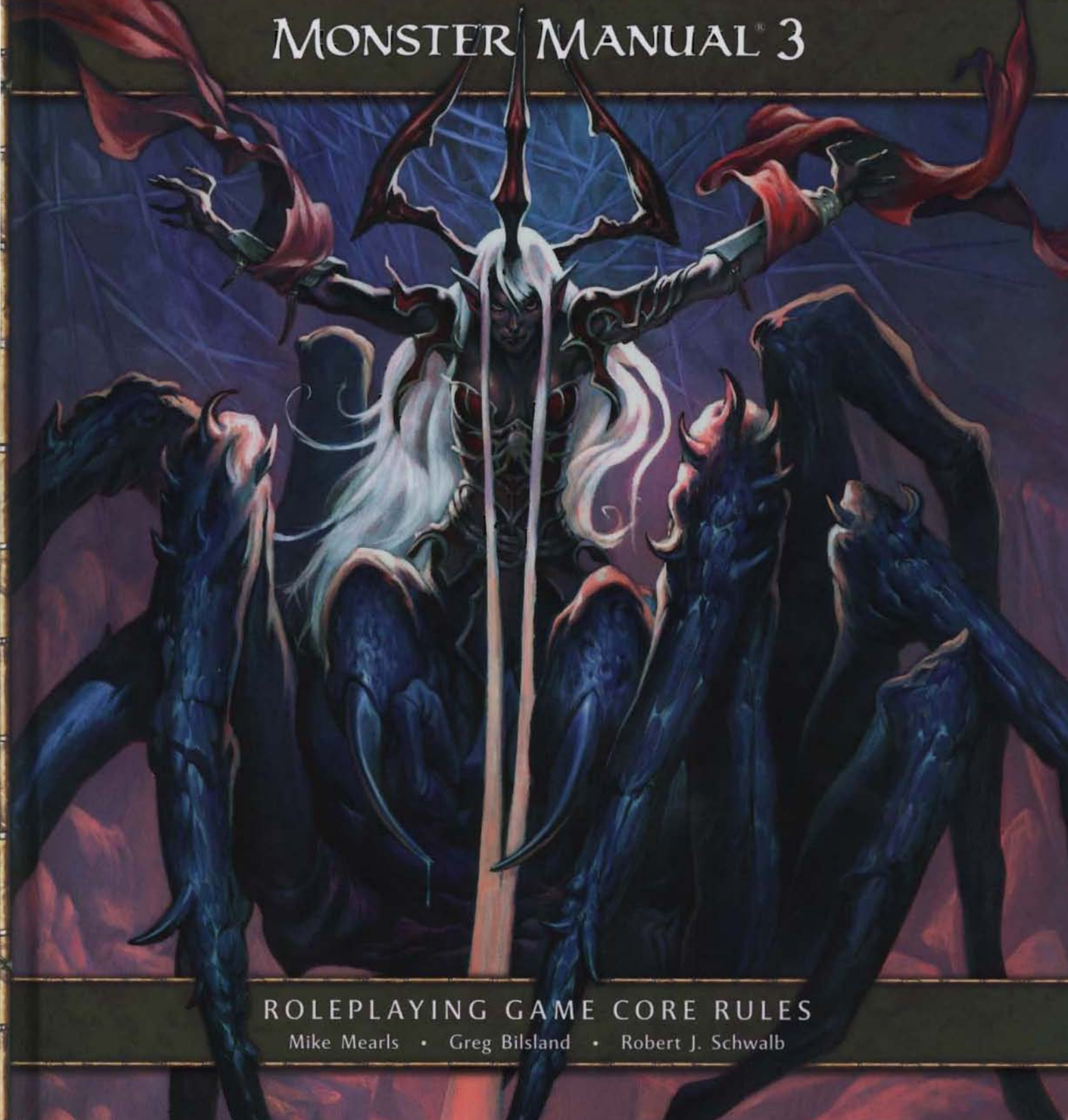


DUNGEONS & DRAGONS[®]

MONSTER MANUAL[®] 3



ROLEPLAYING GAME CORE RULES

Mike Mearls • Greg Bilsland • Robert J. Schwalb

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MONSTERS A TO Z

YOU CAN never have enough monsters in a DUNGEONS & DRAGONS® campaign. With more than 300 new creatures contained within its pages, *Monster Manual*® 3 features a fiendish array of clever tricksters, hulking brutes, and diabolical villains to vex player characters. From the treacherous jackalwere to the insane derro, a number of classic DUNGEONS & DRAGONS monsters join 4th Edition with the arrival of this book.

If you've read the first two books of this series, you'll probably notice a number of differences in this book's approach to describing monsters. For instance, the "flavor" text that accompanies a creature's statistics block relies more on story material rather than game mechanics to get its message across. We made this change because many monsters have vivid stories tied to the game's setting. As we move forward and explore monsters, both new and old, we want to do more to showcase the background, history, and unique characteristics that make a monster interesting. Our goal is to ensure that new monsters earn a place in your campaign not only through fun and innovative mechanics but also because of a compelling story that ignites the imagination.

Another big change is the layout of a monster's statistics block, which we've redesigned to make it easier for you to play the creature (and all of its allies) at the table. See the next four pages for a full discussion of how to read and use the statistics blocks.

At the end of this book is a comprehensive, up-to-date glossary of game terms that appear in *Monster Manual 3* as well as in other rule books.





THE STATISTICS BLOCK

Monster statistics are presented in a format designed to be easy to use and reference. A typical statistics block is formatted as follows.

Monster Name		Level and Role
Size, origin, and type (keywords), race		XP value
HP maximum; Bloodied value	Initiative modifier	
AC, Fortitude, Reflex, Will	Perception modifier	
Speed	Special senses	
Immune type/effect; Resist type; Vulnerable type		
Saving Throws modifier; Action Points number		
TRAITS		
⚙️ Aura Name (keywords) ♦️ Aura size		
Effect.		
Trait Name (keywords)		
Effect.		
STANDARD / MOVE / MINOR / FREE ACTIONS		
[Icon] Power Name (keywords) ♦️ Usage		
Requirement:		
Attack: Type range (target); bonus vs. defense		
Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:		
TRIGGERED ACTIONS		
[Icon] Power Name (keywords) ♦️ Usage		
Requirement:		
Trigger:		
Attack (Action): Type range (target); bonus vs. defense		
Hit/Miss/Effect (Action)/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:		
Skills skill modifiers		
Str score (modifier)	Dex score (modifier)	Wis score (modifier)
Con score (modifier)	Int score (modifier)	Cha score (modifier)
Alignment	Languages	
Equipment		

LEVEL AND ROLE

A monster's level and role are tools for you to use when building an encounter. Chapter 4 of the *Dungeon Master's Guide* explains how to use these tools.

Level: A monster's level summarizes how tough it is in an encounter. Level determines most of the monster's statistics as well as the experience point (XP) award the PCs earn for defeating it (*Dungeon Master's Guide*, pages 56–57).

Role: A monster's role describes its preferred combat tactics, much as a character class's role suggests tactics for characters of that class. Monster roles are artillery, brute, controller, lurker, skirmisher, and soldier (*Dungeon Master's Guide*, pages 54–55).

A monster might have a second role: elite, solo, or minion. Elite monsters and solo monsters are tougher than standard monsters, and minions are weaker. For the purpose of encounter building, an elite monster counts as two standard monsters of its level, a solo monster counts as five, and four to six minions count as one—four at heroic tier, five at paragon tier, and six at epic tier.

In addition, a monster might have the leader sub-role, indicating that it grants some sort of boon to its allies, such as a beneficial aura.

SIZE

A creature's size determines its space as well as its reach. A creature might have a greater reach depending on the characteristics of its body.

Monster Size	Space	Typical Reach
Tiny	1/2 × 1/2	0
Small	1 × 1	1
Medium	1 × 1	1
Large	2 × 2	1 or 2
Huge	3 × 3	2 or 3
Gargantuan	4 × 4 or larger	3 or 4

Space: This is the area (measured in squares) that a creature occupies on the battle grid.

Reach: In statistics blocks released before *Monster Manual 3*, when a creature's reach was other than 1, it was noted at the beginning of a melee attack power. In the new format, the range entry contains this information. If you need to determine a creature's reach, such as for a grab attack or an attempt to pick up an object, refer to the table above.

Even if a creature's reach or melee range is greater than 1, the creature can't make opportunity attacks against targets that aren't adjacent to it.

A creature that has a melee attack with a range of 0 (such as the quasit) cannot normally make melee attacks against targets outside its own space.

ORIGIN

A monster's origin—aberrant, elemental, fey, immortal, natural, or shadow—describes its place in the DUNGEONS & DRAGONS cosmology. See the glossary for information about each origin.

TYPE

A creature's type—animate, beast, humanoid, or magical beast—summarizes some basic facts about its appearance and behavior. See the glossary for information about each type.

KEYWORDS/RACE

Some monsters have keywords that further define them. These keywords represent groups of monsters, such as demon, devil, dragon, and undead. This part of the entry might also include a monster's race if its race is not included in the monster's name.

XP VALUE

The experience point award for defeating this creature is given beneath its level and role.

HP/INITIATIVE

The monster's maximum hit points, bloodied value, and modifier to initiative checks are on the top line of its statistics.

DEFENSES/PERCEPTION

All four defense scores are on the next line, along with the monster's Perception modifier (often used at the start of an encounter).

SPEED

A monster's speed represents the number of squares it can move when taking a move action to walk. If a monster has alternative movement modes, such as fly, climb, or swim, that fact is noted in its speed entry. Special modes of movement are defined in the glossary.

SENSES

Some monsters have special senses, such as darkvision or tremorsense. Any such senses are noted below a monster's Perception modifier, and these terms are defined in the glossary.

IMMUNE

If a monster is immune to a damage type (such as cold or fire), it doesn't take that type of damage. If a monster is immune to a condition or another effect (such as the dazed condition or forced movement), it is unaffected by that condition or effect. If a monster is immune to charm, fear, illusion, poison, or sleep, it is unaffected by the nondamaging effects of a power that has that keyword.

Immunity to one part of a power does not make a monster immune to other parts of the power. For example, a thunder power deals no thunder damage to a creature that is immune to thunder, but the power could still push the creature.

RESIST

A creature that has resistance takes less damage from a specific damage type. For example, a creature that has resist 10 fire takes 10 less damage when an attack deals fire damage to it or when it takes ongoing fire damage.

Against Combined Damage Types: A creature's resistance is ineffective against combined damage types unless the creature has resistance to each of the damage types, and then only the weakest of the creature's resistances applies. For example, a power that deals 15 lightning and thunder damage hits a creature that has resist 10 lightning and resist 5 thunder. The creature takes 10 damage, because the resistance to the combined damage types is limited by the lesser of the two resistances.

Not Cumulative: Resistances to the same damage type are not cumulative. Only the highest resistance applies. For example, if a creature has resist 5 cold and then gains resist 10 cold, the creature has resist 10 cold, not resist 15 cold.

See also "Damage Type," page xx.

VULNERABLE

A creature that is vulnerable to a particular damage type takes a specific amount of extra damage when it takes damage of that type, the creature is subject to a specific effect, or both. For example, a creature that has vulnerable 10 radiant takes 10 extra radiant damage when an attack deals radiant damage to it or when it takes ongoing radiant damage.

Against Combined Damage Types: A creature's vulnerability to a specific damage type applies even when that damage type is combined with another. For example, if a creature has vulnerable 5 fire, the creature takes 5 extra damage when it takes ongoing fire and radiant damage.

Not Cumulative: Vulnerabilities to the same damage type are not cumulative. Only the highest vulnerability applies. For example, if a creature has vulnerable 5 psychic and then gains vulnerable 10 psychic, the creature has vulnerable 10 psychic, not vulnerable 15 psychic.

See also "Damage Type," page xx.

SAVING THROWS

Some monsters have bonuses to saving throws. A monster adds its bonuses to its saving throw result to see if an effect ends.

ACTION POINTS

Elite and solo monsters typically have action points they can spend to take extra actions, just as player characters do. Unlike characters, a monster can spend more than 1 action point in an encounter, but only 1 per round.

TRAITS

TRAITS

⚙️ **Aura Name** (keywords) ♦️ **Aura size**
Effect.

Trait Name (keywords)
Effect.

The Traits section includes characteristics of the creature that are not powers. Many traits are always in effect, such as regeneration or the ability to deal extra damage on certain attacks. Others can be turned on or off, such as an aura or a benefit for a creature's mount or rider.

AURA

An aura is a continuous effect that emanates from a creature. It's denoted by a special icon (☼), and the aura's size is noted to the right of its name. A creature's aura affects each square within line of effect and within the specified distance from that creature. A creature's aura does not affect the creature itself, unless otherwise noted, and is unaffected by terrain or environmental phenomena.

A creature can deactivate or reactivate its aura as a minor action. If a creature dies, its aura ends immediately.

If auras overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping auras is subjected to the worst penalty; the penalties are not cumulative. For instance, if a creature is affected by three overlapping auras that each impose a -2 penalty to attack rolls, the creature takes a -2 penalty, not a -6 penalty.

ACTION TYPE

STANDARD / MOVE / MINOR / FREE ACTIONS

[Icon] Power Name (keywords) ♦ Usage

Requirement:

Attack: Type range (target); bonus vs. defense

Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:

A monster's standard, move, minor, and non-triggered free actions are organized by action type.

POWERS

A monster's powers are presented under their respective action type in order of frequency of usage, from at-will to recharge to encounter powers.

ICON/TYPE

The name line of an attack power includes an icon (if applicable) that represents the power's type: melee (♣), ranged (♠), close (♠), or area (☼).

A basic attack has a circle around its icon, denoting a melee basic attack (♣) or ranged basic attack (♠).

USAGE

A monster power is usable at will, once per encounter (or rarely once per day), or it recharges in certain circumstances.

Recharge ☼ ☼ ☼ ☼: The power has a random chance of recharging during each round of combat. At the start of each of the monster's turns, roll a d6. If the roll is one of the die results shown in the power description, the monster regains the use of that power. The power also recharges after a short rest.

Recharge if/when . . .: The power recharges in a specific circumstance, such as when the monster is first bloodied during an encounter. The power also recharges after a short rest.

REQUIREMENT

Some powers have a precondition that must be met for a monster to use the power.

ATTACK

A monster power that has an attack roll is an attack power. Sometimes an attack entry includes special information about a component of that entry.

TYPE AND RANGE

A power's type and range are given first on the power's Attack entry. The types are melee, ranged, area, and close. Each type has rules for range and targeting, detailed on pages 270-273 of the *Player's Handbook*.

TARGETS

In parentheses after the attack type and range is information that describes which or how many creatures a power targets.

ATTACK BONUS/DEFENSE

Usually, the last element in a power's attack entry is the monster's attack bonus and the defense the power targets.

HIT

This entry describes what happens to each target that a monster hits with a power's attack.

MISS

This entry describes what happens to each target that a monster misses with a power's attack.

"Half damage" in this entry refers to rolled damage. Roll the damage specified in the "Hit" entry and deal half of that damage to each target the monster misses. "Half damage" does not apply to ongoing damage or any other damaging effects in the "Hit" entry.

EFFECT

Anything that appears in an "Effect" entry occurs when the monster uses the power, whether or not it hits with it.

SECONDARY ATTACK

Some powers allow a monster to make secondary attack. A "Hit," a "Miss," or an "Effect" entry tells you if a monster makes a secondary attack. Unless otherwise noted, the attack type and the range of a secondary attack are the same as the power's, and the secondary attack doesn't require a separate action. As with normal attack powers, the target of a secondary attack is identified after the attack's type and range.

SUSTAIN

If a power has a "Sustain" entry, the monster can keep part of that power active by taking a specific type of

action before the end of each of its turns. A monster can't take the sustaining action until the turn after it uses the power. The entry's name specifies the action type that must be taken—most often minor, move, or standard. See "Durations," page 278 in the *Player's Handbook*, for more about sustaining powers.

AFTEREFFECT

An aftereffect automatically occurs after another effect ends. In a power description, an "Aftereffect" entry follows the effect it applies to.

A target is sometimes subjected to an aftereffect after a save. If that save occurs when the target is rolling multiple saving throws, the aftereffect takes effect after the target has rolled all of them.

FAILED SAVING THROW

Sometimes an effect changes as a target fails saving throws against it. The new effect, specified in a "First Failed Saving Throw" or a "Second Failed Saving Throw" entry, takes effect after the target fails a saving throw against the previous effect at the end of the target's turn. A few effects also specify something that happens on "Each Failed Saving Throw." This is a new effect that is repeated whenever a target fails a saving throw against the effect during the end of its turn.

An effect doesn't change if the creature fails a saving throw against it at a time other than the end of its turn.

SPECIAL

Any unusual information about the use of a power appears in this entry. For example, some powers can be used as basic attacks, which is noted in a "Special" entry.

TRIGGERED ACTIONS

TRIGGERED ACTIONS

[Icon] Power Name (keywords) ♦ Usage

Requirement:

Trigger:

Attack (Action): Type range (target); bonus vs. defense

Hit/Miss/Effect (Action)/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:

This section contains powers that have triggers. These powers have a few entries that other powers don't.

TRIGGER

A trigger defines when a monster is able to use a power. A monster must still be able to take the power's required action and meet any requirements.

(ACTION)

A triggered power's action type is given in parentheses at the start of its Attack entry or its Effect entry. The type might be an immediate reaction, an

immediate interrupt, an opportunity action, or a free action. Some powers require no action to use; they simply occur in response to a trigger.

SKILLS

The skills section of a monster's statistics block includes only trained skills or skills for which the monster has an unusual modifier. A monster's Perception modifier isn't repeated here, even if Perception is trained.

ABILITY SCORES

A monster's six ability scores are included toward the bottom of its statistics block. 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.

ALIGNMENT

A monster's most typical alignment is noted in its statistics block. Chapter 2 of the *Player's Handbook* contains information on the various alignments.

LANGUAGES

This entry gives the languages that a monster can speak and understand. An individual monster might know additional languages, such as Common or the languages of its companions. See the *Dungeon Master's Guide*, page 171, for more information about the languages of the DUNGEONS & DRAGONS world.

EQUIPMENT

A monster's "Equipment" entry notes important items a monster is carrying. A monster might carry equipment that is not noted in the "Equipment" section. Equipment that is unimportant to a monster is left for the Dungeon Master to decide.

If a character gains a monster's equipment, he or she can use it as normal gear. A character does not gain the powers that a monster uses through a piece of equipment.

A piece of equipment that player characters use does not necessarily have the same properties for monsters. For example, a greataxe has the high crit property, but a monster using the item does not benefit from the property unless noted in its statistics.

HEALING SURGES

Monsters have healing surges. However, few monsters have powers that let them spend healing surges. The number of healing surges a monster has is based on its level: 1–10, one healing surge; 11–20, two healing surges; 21 or higher, three healing surges.

Because they rarely come into play, healing surges are not included in a monster's statistics block.

APE

THE RUSTLING OF TREES and a glimpse of dark shapes descending from the canopy are the prelude to many explorers' deaths. Adventurers who return from deep jungles tell of the great beasts protecting lost tribes, ruined temples, or vast stores of treasure. Apes fight viciously to defend their homes, for they have lived in jungles since the dawn of creation. Some humanoids revere them as manifestations of primal spirits; others enslave them to use as laborers and war beasts.

LORE

Nature DC 17: Although apes fight viciously to defend their territory and families, they are not savage beasts. Apes kill because trespassers have entered ape territory or attacked creatures or sites that the apes protect. Adventurers who wish to avoid conflict with apes should keep alert when traveling through jungles, watching for signs of the beasts' passage.



ENCOUNTERS

Jungle tribes have long known about apes and made use of them. Tribes of goblins kidnap young apes, training the beasts to defend the goblins and their homes. Some humanoids use apes as slave laborers. In addition, spellcasters occasionally manage to capture apes, which they train for use as shock troops and bodyguards.

GREAT APE

The jungle's hot, humid air pulls at the lungs, while dense underbrush and thick mists conceal great apes stalking their quarry. They surround unwary travelers and block all escape routes. Trapped creatures have little choice but to battle them. With meaty fists, the apes dent armor and shatter bones as they attack.

Great Ape		Level 4 Skirmisher
Medium natural beast		XP 175
HP 55; Bloodied 27		Initiative +6
AC 18, Fortitude 18, Reflex 16, Will 16		Perception +4
Speed 7, climb 6		Low-light vision
TRAITS		
Swift Climber		
The ape does not provoke opportunity attacks by climbing.		
STANDARD ACTIONS		
⊕ Slam ◆ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d6 + 5 damage.		
⊕ On the Run ◆ At-Will		
Effect: The ape shifts or climbs half its speed and uses <i>slam</i> at any point during the move.		
⊕ Felling Blow ◆ Recharge [1]		
Effect: The ape uses <i>slam</i> twice against the same target. If both attacks hit, the target falls prone.		
Skills Athletics +11		
Str 19 (+6)	Dex 15 (+4)	Wis 14 (+4)
Con 15 (+4)	Int 2 (-2)	Cha 8 (+1)
Alignment unaligned	Languages –	

GREAT APES IN COMBAT

Using the landscape to their advantage, great apes surround foes, descending on their prey from the treetops. They bellow furiously as they charge around the battlefield, using their fists to pummel intruders.

SILVERBACK APE

At the head of each ape family is an ancient silverback. With a notched brow and a crooked jaw, a silverback's face is a mask of rage. Ropes of muscle and scar tissue bunch beneath its silvery pelt, and its canines are the size of daggers. Standing broad and slapping its chest with leathery palms, a silverback roars and crashes forward through the jungle, followed by a group of apes. Silverbacks sometimes become legend among jungle tribes, which give them names that are whispered in warning to any travelers who wander in ape territory.

Silverback Ape Medium natural beast	Level 5 Brute (Leader) XP 200
HP 75; Bloodied 37 AC 17, Fortitude 19, Reflex 15, Will 17 Speed 6, climb 4	Initiative +3 Perception +4 Low-light vision
TRAITS	
Swift Climber The ape does not provoke opportunity attacks by climbing.	
STANDARD ACTIONS	
⊕ Slam ◆ At-Will Attack: Melee 1 (one creature); +8 vs. AC Hit: 2d10 + 5 damage, and the target grants combat advantage until the end of the ape's next turn.	
⊕ Fling ◆ Recharge [1] Attack: Melee 1 (one creature); +6 vs. Reflex Hit: 3d10 + 8 damage, and the ape slides the target 3 squares and knocks it prone.	
MINOR ACTIONS	
Chest Beat ◆ Encounter Effect: Each beast ally within 5 squares of the ape gains a +2 power bonus to attack rolls until the end of the ape's next turn.	
Skills Athletics +12, Intimidate +6 Str 20 (+7) Dex 13 (+3) Wis 15 (+4) Con 15 (+4) Int 2 (-2) Cha 8 (+1)	
Alignment unaligned Languages –	

SILVERBACK APES IN COMBAT

Silverbacks lead groups of apes into battle. A silverback charges headlong into its foes and attempts to throw its prey off a high ledge or into another hazard. If a group of apes is losing a battle, silverbacks bark cries that encourage the other apes to escape.

APE TEMPLE GUARDIAN

A temple long forgotten to the outside world is crusted with the roots of massive trees. The bones of dozens of interlopers lie broken around the temple's base. From high in the jungle canopy, pairs of golden eyes gaze down at the building's entrance. They were once humanoids. Now, twisted by foul magic, these savage beasts covetously guard the objects of their idolatry.

Ape Temple Guardian Medium natural beast	Level 6 Soldier XP 250
HP 75; Bloodied 37 AC 22, Fortitude 21, Reflex 19, Will 17 Speed 7, climb 5	Initiative +9 Perception +5 Low-light vision
TRAITS	
Swift Climber The ape does not provoke opportunity attacks by climbing.	
STANDARD ACTIONS	
⊕ Club (weapon) ◆ At-Will Attack: Melee 1 (one creature); +13 vs. AC Hit: 2d6 + 7 damage, and the target falls prone.	
⊕ Swaying Strike ◆ At-Will Effect: The ape uses club and then shifts 3 squares.	
⊕ Feast ◆ At-Will Attack: Melee 1 (one prone creature); +11 vs. Fortitude Hit: 1d10 + 9 damage, and the ape gains 10 temporary hit points.	
Skills Athletics +14, Intimidate +7 Str 22 (+9) Dex 19 (+7) Wis 15 (+5) Con 19 (+7) Int 3 (-1) Cha 9 (+2)	
Alignment unaligned Languages understands Common	

APE TEMPLE GUARDIANS IN COMBAT

Temple guardians are the fiercest apes of the jungle. Killers and carnivores, they team up to distract and flank foes. When outnumbered, temple guardians focus on one enemy, attempting to bring down the most threatening foe first. If a temple guardian is separated from its allies, it attempts to regroup with its comrades.

When an enemy approaches a location or an object that temple guardians covet, the apes focus entirely on that intruder's destruction. After they kill the interloper, the guardians hack at its corpse, taking trophies they later braid into their fur.

APOCALYPSE SPELL

OVER THE AGES, A FEW SPELLS of epic magnitude have reverberated throughout history. Spells that provide enough power to slay gods, bind primordials, annihilate empires, and create astral dominions leave behind some of their essence. In time, that essence can form a living spell, which stalks the universe and destroys everything in its path. Some of these spells become adaptive, learning from millennia of experience and gaining the intelligence to conspire with like-minded creatures.

LORE

Arcana DC 32: Apocalypse spells are spontaneous creations; each spell has simple motivations associated with the source of its creation.

Apocalypse spells can be controlled through rituals, powerful artifacts, and cunning persuasion. Carefully controlled apocalypse spells have wrought the destruction of empires. Scholars speculate that one of the creatures was present at the fall of Bael Turath. According to ancient scrolls, the creature's controller lost hold of the monster, and the spell rampaged across the remnants of both Bael Turath and Arkhosia.

Other creatures seek to harness the power of apocalypse spells to turn the tide of battle or seize neighboring lands. The forsaken, a group of powerful humanoids that loathe the gods, comb the universe in search of apocalypse spells. It is whispered that they possess a relic from the dawn of creation that allows them to maintain control of numerous apocalypse spells at once.

ENCOUNTERS

By their nature, apocalypse spells are destructive, but some individuals can control or focus an apocalypse spell's harmful impulses. Angels, devils, and demons can sometimes influence or direct the spells. Both forsaken and tular frequently ally with apocalypse spells in attempts to seize astral dominions and other territories within the planes. On rare occasions, a mortal is powerful enough to command an apocalypse spell, perhaps intending to use its might to bring down empires and challenge gods.

PRISON OF MUAL-TAR

When the primordial Mual-Tar was taken captive and bound with Moradin's mighty chains, a spell was cast to seal the prison. Mual-Tar strained against the chains, and shards of metal and magic broke away to land in the Astral Sea, where they gained life. Now, remnants of that spell—creatures made of metal, stone, and magic—rage through the cosmos, seeking to imprison or destroy.

Prison of Mual-Tar		Level 26 Soldier
Large immortal animate (construct)		XP 9,000
HP 242; Bloodied 121		Initiative +22
AC 41, Fortitude 39, Reflex 38, Will 36		Perception +17
Speed 6		
Resist 15 force		
TRAITS		
☞ Cloying Chains ◆ Aura 5		
Any enemy that starts its turn within the aura is marked by the prison of Mual-Tar until the start of the enemy's next turn.		
Agent of Divine Will		
The prison of Mual-Tar ignores insubstantial, concealment, and cover (but not total concealment or superior cover).		
STANDARD ACTIONS		
⊕ Fettering Lash ◆ At-Will		
Attack: Melee 4 (one creature); +31 vs. AC		
Hit: 3d8 + 21 damage. If the target makes an attack that doesn't include the prison of Mual-Tar before the end of the target's next turn, the prison of Mual-Tar pulls the target 10 squares to the nearest square as a free action.		
† Double Attack ◆ At-Will		
Effect: The prison of Mual-Tar uses <i>fettering lash</i> twice, making each attack against a different target.		
TRIGGERED ACTIONS		
Reactive Coils ◆ At-Will		
Trigger: An enemy pushes, pulls, or slides the prison of Mual-Tar.		
Effect (Immediate Reaction): The prison of Mual-Tar pulls the triggering enemy 10 squares to a square adjacent to the prison of Mual-Tar. The triggering enemy is immobilized until the end of its next turn.		
Unfettered Apocalypse ◆ Encounter		
Trigger: An enemy scores a critical hit against the prison of Mual-Tar or the prison of Mual-Tar is first bloodied.		
Effect (No Action): The prison of Mual-Tar creates a duplicate of itself, which appears in the nearest unoccupied squares. The duplicate has the same hit points as the prison of Mual-Tar, is considered to have expended the same powers as the prison of Mual-Tar, and acts during the prison of Mual-Tar's next turn. Any effects on the prison of Mual-Tar do not transfer to the duplicate. At the end of the prison of Mual-Tar's next turn, the duplicate disappears.		
Str 29 (+22)	Dex 24 (+20)	Wis 18 (+17)
Con 26 (+21)	Int 11 (+13)	Cha 15 (+15)
Alignment unaligned	Languages Supernal	

PRISONS OF MUAL-TAR IN COMBAT

As it rampages across the planes, a prison of Mual-Tar utilizes few tactics in combat. The monster lashes out at enemies with the fury of a thunderstorm. If controlled by an external influence, it fights for its master's purpose, destroying anyone who interferes.

Whether from an echo of its original divine purpose or by its own sentience, a prison of Mual-Tar avoids attacking divine characters, preferring to focus on enemies that have the elemental origin and foes that wield elemental powers. Characters who have divine powers might, with an appropriate skill challenge or Diplomacy check, even be able to turn the prison against elemental creatures.

HERALD OF COLORLESS FIRE

Legends tell of a colossal war that ended with the annihilation of an empire. After a long struggle, one faction used a mighty ritual infused with divine power to rain colorless fire on its enemy's lands. It turned an entire civilization into a sea of ash and dust. The downpour eventually ended, but the power remained in the motes of ash and dust, and soon heralds of colorless fire began emerging to wander the planes.

Herald of Colorless Fire		Level 27 Skirmisher
Medium natural animate (construct, fire)		XP 11,000
HP 244; Bloodied 122	Initiative +25	
AC 41, Fortitude 37, Reflex 40, Will 37	Perception +19	
Speed 8, fly 6		
Resist 15 fire		
TRAITS		
Frozen in Place		
Whenever the herald of colorless fire takes cold damage, it cannot use <i>flickering flame</i> until the end of its next turn.		
STANDARD ACTIONS		
⚔ Caress of Flame (fire, force) ⚡ At-Will		
Attack: Melee 1 (one creature); +32 vs. AC		
Hit: 3d10 + 19 fire and force damage.		
⚡ Storm of Colorless Fire (fire, force) ⚡ Recharge ☄ ☄		
Effect: The herald makes the following attack twice, shifting half its speed between the attacks. The herald cannot target the same creature with both attacks.		
Attack: Close burst 1 (creatures in burst); +30 vs. Reflex		
Hit: 4d10 + 16 fire and force damage, and ongoing 15 fire damage (save ends).		
MINOR ACTIONS		
🔥 Flickering Flame ⚡ At-Will		
Effect: The herald shifts 4 squares.		
TRIGGERED ACTIONS		
🔥 Unfettered Apocalypse ⚡ Encounter		
Trigger: An enemy scores a critical hit against the herald or the herald is first bloodied.		
Effect (No Action): The herald creates a duplicate of itself, which appears in the nearest unoccupied square. The duplicate has the same hit points as the herald, is considered to have expended the same powers as the herald, and acts during the herald's turn. Any effects on the herald do not transfer to the duplicate. At the end of the herald's next turn, the duplicate disappears.		
Str 17 (+16)	Dex 30 (+23)	Wis 23 (+19)
Con 20 (+18)	Int 15 (+15)	Cha 14 (+15)
Alignment unaligned Languages Primordial		



Prison of Mual-Tar and herald of colorless fire

A herald normally kills of its own volition. On rare occasions, some mighty spellcaster has compelled one into service. Once bound, a herald of colorless fire becomes a faithful servant.

HERALDS OF COLORLESS FIRE IN COMBAT

A herald of colorless fire wanders the wastelands of the planes in search of creatures and settlements to obliterate. The malice and wrath that powered the original spell roils in its mind, driving the monster to toy with prey. It prefers to lure impetuous attackers into ambushes. A herald darts forward to attack and then slips away, luring foes into a gully or a canyon where its allies wait.

SHARD OF URALINDA

Within the Court of Stars, the archfey use subtle manipulation to get their way, only rarely resorting to violence. However, Rodielle of the Winter Fey was not a typical archfey. After being spurned by a member of the Summer Court whom he had attempted to woo, Rodielle crafted a terrible spell to express his rancor. He created a rain of jagged ice above the eladrin city of Uralinda, a place his love often visited and fondly spoke of. The spell ripped the city apart, killing thousands, but that was not the worst part of Rodielle's magic. The archfey was reckless in creating the spell, and as a result, the shards gained a life of their own. They became animated by the souls of the slain eladrin and spread across the universe, killing and destroying.

Shard of Uralinda		Level 28 Minion Soldier
Medium fey animate (cold, construct)		XP 3,250
HP 1; a missed attack never damages a minion.		Initiative +22
AC 44, Fortitude 40, Reflex 40, Will 40		Perception +18
Speed 6		
Resist 15 cold		
STANDARD ACTIONS		
⊕ Seething Cold (cold, psychic) ◆ At-Will		
Attack: Melee 1 (one creature); +33 vs. Fortitude		
Hit: 18 cold and psychic damage, and the target is immobilized until the end of the shard's next turn.		
TRIGGERED ACTIONS		
Unfettered Apocalypse ◆ Encounter		
Trigger: An enemy scores a critical hit against the shard or drops the shard to 0 hit points.		
Effect (No Action): The shard creates a duplicate of itself, which appears in the nearest unoccupied square. Any effects on the shard do not transfer to the duplicate. The duplicate cannot use this power. At the end of the shard's next turn, the duplicate disappears.		
Str 16 (+17)	Dex 22 (+20)	Wis 18 (+18)
Con 27 (+22)	Int 13 (+15)	Cha 30 (+24)
Alignment unaligned		Languages Elven

SHARDS OF URALINDA IN COMBAT

The souls within the shards of Uralinda have a death wish, and they exert just enough control over their icy prisons to throw themselves at foes. Although the spirits of the slain eladrin control the shards, their power is fairly weak. These fragments often submit to the control of strong-willed masters.

GODSLAYER INFERNO

In the Dawn War, the primordials slew many deities. Wielding torrential elemental spells, they blasted the gods, tearing away their divine essence. One such spell created churning white and violet flames that prevented a deity from discorporating and suppressed its immortal nature.

When the spell's flames licked across the gods, they absorbed some of their divine essence, which sparked life within the fires. They have since split many times, and they continue to burn across the universe, seeking to purge the gods and their agents in an elemental blaze.

Godsayer Inferno		Level 28 Artillery
Medium elemental animate (construct, fire)		XP 13,000
HP 194; Bloodied 97		Initiative +24
AC 42, Fortitude 40, Reflex 42, Will 39		Perception +21
Speed 6		
Resist 15 fire		
TRAITS		
⚙ Elemental Inferno ◆ Aura 2		
Enemies within the aura do not benefit from fire resistance and cannot save against effects that include ongoing fire damage.		
STANDARD ACTIONS		
⊕ Fiery Claw (fire) ◆ At-Will		
Attack: Melee 2 (one creature); +31 vs. AC		
Hit: Ongoing 20 fire damage (save ends).		
⊕ Fire Bolt (fire) ◆ At-Will		
Attack: Ranged 10 (one or two creatures); +31 vs. Reflex		
Hit: Ongoing 25 fire damage (save ends).		
Cloying Flames (fire) ◆ At-Will		
Effect: Each enemy within 10 squares taking ongoing fire damage immediately takes fire damage equal to its ongoing fire damage.		
⚡ Godsbane Inferno (fire) ◆ Recharge when first bloodied		
Attack: Area burst 2 within 10 (enemies in burst); +31 vs. Reflex		
Hit: 2d10 + 5 fire damage, and ongoing 15 fire damage (save ends).		
Aftershock: Ongoing 10 fire damage (save ends).		
TRIGGERED ACTIONS		
Unfettered Apocalypse ◆ Encounter		
Trigger: An enemy scores a critical hit against the inferno or the inferno is first bloodied.		
Effect (No Action): The inferno creates a duplicate of itself, which appears in the nearest unoccupied square. The duplicate has the same hit points as the inferno, is considered to have expended the same powers as the inferno, and acts during the inferno's turn. Any effects on the inferno do not transfer to the duplicate. At the end of the inferno's next turn, the duplicate disappears.		
Str 23 (+20)	Dex 30 (+24)	Wis 24 (+21)
Con 26 (+22)	Int 13 (+15)	Cha 21 (+19)
Alignment unaligned		Languages Primordial

LIGHT OF AMOTH

When the demon princes Orcus, Demogorgon, and Rimmon stormed the astral dominion of Kalandurren to slay the god Amoth, they did not know that the assault would spawn monsters. In the moment before Amoth died, he cast a self-sacrificing apocalyptic spell, hoping to destroy the three demon lords. Orcus and Demogorgon narrowly escaped, using Rimmon as a shield against the chill radiance that shattered the essences of both god and demon. In the days following the battle, specks of bitterly cold light began to rise from Kalandurren's landscape. The light formed semisentient creatures that fused the wrath of the slain god with the fury of the dead demon lord. The creatures dispersed across the cosmos, fueled by an insatiable desire to destroy immortals and elementals alike.



Godslayer inferno and light of Amoth

GODSLAYER INFERNOS IN COMBAT

A godslayer inferno seeks to fulfill its millennia-old mission to destroy all aspects of divinity. In combat, it focuses on agents of the gods. It hangs back and unleashes a barrage of elemental flames, going out of its way to attack icons and objects of divinity. Godslayer infernos sometimes come together to assault divine bastions, such as the Astral Sea locations Hestavar and Celestia. A deity that suffers from the ongoing fire damage of a godslayer inferno might be unable to disincorporate, making these creatures valuable weapons for enemies of the gods.

Light of Amoth **Level 30 Brute**
Large immortal animate (construct) XP 19,000

HP 341; Bloodied 170 Initiative +22
AC 40, Fortitude 44, Reflex 41, Will 42 Perception +23
Speed 6

TRAITS

Wave of Retribution

Whenever the light of Amoth takes damage, any enemy within 2 squares of that creature takes 5 damage.

STANDARD ACTIONS

⚔ Fist of Wrath ⚡ At-Will

Attack: Melee 2 (one creature); +35 vs. AC

Hit: 4d10 + 20 damage.

† Fury of the Dead ⚡ Recharge [1]

Effect: The light of Amoth uses *fist of wrath* against each enemy within 2 squares of it.

MINOR ACTIONS

⬅ Legacy of Kalandurren (cold) ⚡ Encounter

Attack: Close burst 2 (enemies in burst); +32 vs. Fortitude

Hit: 4d10 + 20 cold damage, and the target is immobilized (save ends).

TRIGGERED ACTIONS

Unfettered Apocalypse ⚡ Encounter

Trigger: An enemy scores a critical hit against the light of Amoth or the light of Amoth is first bloodied.

Effect (No Action): The light of Amoth creates a duplicate of itself, which appears in the nearest unoccupied squares. The duplicate has the same hit points as the light of Amoth, is considered to have expended the same powers as the light of Amoth, and acts during the light of Amoth's turn. Any effects on the light of Amoth do not transfer to the duplicate. At the end of the light of Amoth's next turn, the duplicate disappears.

Str 28 (+24) Dex 25 (+22) Wis 27 (+23)

Con 31 (+25) Int 9 (+14) Cha 24 (+22)

Alignment unaligned Languages Supernal

LIGHTS OF AMOTH IN COMBAT

A light of Amoth is fierce and vindictive, attacking the foes that harm it most. A light of Amoth focuses its attacks on elementals, although a successful skill challenge or Diplomacy check might allow opponents to reason with the creature. Demons and angels use these brutes as shock troops in their battles against each other.

ARCANIAN

TO GAIN THEIR ARCANIC POWERS, warlocks traffic with otherworldly entities, and sorcerers draw on the power of ancient bloodlines. Wizards, in contrast, must endure years of apprenticeship and toil, because their arcane knowledge is the reward of diligence. Yet not every inexperienced wizard is willing to wait.

Experiments that require arcane energy beyond a spellcaster's ability typically end with an impotent sputter. At rare times, a spell surges with wild energy and obliterates its caster, leaving a messy warning to other wizards.

Once in a great while, though, something truly horrid comes to pass. In a vain attempt to master power beyond his or her control, a wizard absorbs too much raw energy, which warps the caster's personality and memory and kills his or her body. A spark of life remains, though, and the spell, or at least its essence, animates the caster's corpse and gives it new purpose as an arcanian.

LORE

Arcana DC 22: When raw arcane energy kills a wizard, the power sometimes animates the corpse and gives birth to an arcanian. Empowered with a will and a vessel, an arcanian is driven along a path etched by the dying impulses of the wizard. Red arcanians entertain impassioned fiery desires, blue arcanians try to preserve life in frozen perfection, and green arcanians despise physical beauty. Other arcanians might also exist, the warped products of failed spells using lightning, thunder, or necrotic energy. When tales spread of entire villages destroyed overnight by arcane energy, there are always whispers about the dark obsessions of arcanians.

ENCOUNTERS

Arcanians ally with any creatures willing to share their cause. They have been sighted fighting alongside undead and demons, as well as with marauding orcs and gnolls. In the end, though, an arcanian always turns its powers on its living allies. Undead are the only creatures exempt from an arcanian's terrible agenda.

GREEN ARCANIAN

Acid glistens on a green arcanian's body, casting a leprous sheen across its skin. Acid seeps from tortured pores, covering its partially melted face and limbs. Its hands tremble as it clutches a crystal orb. With each step, a green arcanian leaves behind the seared prints of its acid-coated feet.

Green Arcanian		Level 8 Artillery
Medium natural humanoid (undead)		XP 350
HP 67; Bloodied 33		Initiative +4
AC 20, Fortitude 17, Reflex 20, Will 21		Perception +7
Speed 6		
STANDARD ACTIONS		
⊕ Acid Touch (acid) ◆ At-Will		
Attack: Melee 1 (one creature); +9 vs. Reflex		
Hit: 2d6 + 9 acid damage.		
⊕ Acid Bolt (acid, implement) ◆ At-Will		
Attack: Ranged 10 (one creature); +11 vs. Reflex		
Hit: 2d10 + 3 acid damage, and each enemy adjacent to the target takes 3 acid damage.		
⚡ Stream of Acid (acid, implement) ◆ Recharge [X], [1]		
Attack: Ranged 10 (one creature); +11 vs. Reflex		
Hit: 2d6 + 10 acid damage, and the target takes a -2 penalty to AC and ongoing 5 acid damage (save ends both).		
TRIGGERED ACTIONS		
⚡ Orb of Denial (implement) ◆ Encounter		
Trigger: An enemy makes a successful saving throw.		
Attack (Immediate Interrupt): Ranged 10 (one creature); +13 vs. Will		
Hit: The target fails the saving throw.		
Arcane Surge ◆ Encounter		
Trigger: The arcanian hits an enemy with an implement attack.		
Effect (Free Action): The attack deals maximum damage to the enemy.		
Skills Arcana +13		
Str 10 (+4)	Dex 11 (+4)	Wis 17 (+7)
Con 13 (+5)	Int 19 (+8)	Cha 10 (+4)
Alignment chaotic evil		Languages Common
Equipment orb		

GREEN ARCANIANS IN COMBAT

A green arcanian is a bitter creature. It loathes living beings for their relatively flawless bodies. It collects finely crafted objects and beautiful creatures; then it destroys them. In its eyes, beauty masks the twisted horror that lurks within all living things. A green arcanian believes that a dose of acid exposes the truth in every creature.

A green arcanian despises charismatic foes. It shoots acid from a distance, targeting the prettiest and most spirited creatures. When a creature ventures close, a green arcanian wraps its dripping limbs around a victim and licks its foe with what remains of its tongue.

BLUE ARCANIAN

A blue arcanian shivers constantly and violently. Its teeth chatter as it clutches a staff to its chest. Its blue skin is covered with ice, and frost forms along its brow and on the hem of its robe. When a blue arcanian walks, it leaves a trail of frost behind it.



BLUE ARCANIANS IN COMBAT

A blue arcanian detests the warmth in the world, including the heat that emanates from warm-blooded beings. It believes that a frozen creature remains forever perfect, never aging and never changing while in the protective grip of frigid cold. A blue arcanian turns its power on injured foes in a misguided attempt to preserve them.

RED ARCANIAN

A red arcanian is a walking conflagration, its skin alight with flames. The charred husk of a robed humanoid is visible amid the flames. Although a red arcanian's corpse burns, it is never reduced to ash. The wrath that festers in a red arcanian's soul fuels the undying fires.

Red Arcanian	Level 19 Artillery	
Medium natural humanoid (undead)	XP 2,400	
HP 131; Bloodied 65	Initiative +13	
AC 31, Fortitude 27, Reflex 30, Will 28	Perception +10	
Speed 6		
STANDARD ACTIONS		
⚡ Flery Touch (fire) ♦ At-Will		
Attack: Melee 1 (one creature); +20 vs. Reflex		
Hit: 3d10 + 11 fire damage.		
⚡ Scorching Burst (fire, implement) ♦ At-Will		
Attack: Area burst 1 within 10 (creatures in burst); +22 vs. Reflex		
Hit: 3d6 + 8 fire damage.		
⚡ Burning Hands (fire, implement) ♦ Encounter		
Attack: Close blast 5 (enemies in blast); +22 vs. Reflex		
Hit: 4d8 + 9 fire damage, and the arcanian pushes the target 3 squares.		
MINOR ACTIONS		
⚡ Wand of Accuracy ♦ Encounter		
Effect: The arcanian gains a +4 bonus to its next attack roll before the end of the arcanian's next turn.		
TRIGGERED ACTIONS		
⚡ Arcane Surge ♦ Encounter		
Trigger: The arcanian hits an enemy with an implement attack.		
Effect (Free Action): The attack deals maximum damage to the enemy.		
Skills Arcana +20		
Str 10 (+9)	Dex 18 (+13)	Wis 13 (+10)
Con 11 (+9)	Int 23 (+15)	Cha 10 (+9)
Alignment chaotic evil	Languages Common	
Equipment wand		

RED ARCANIANS IN COMBAT

A red arcanian wants to see the world burn. Shades of orange silhouette a blazing city's ruins, turning them into a merry playground for a red arcanian. The scent of charred meat wafts along streets as a red arcanian sears fleeing inhabitants with its cleansing fire. A red arcanian sings under its breath as it sends souls to the Shadowfell.

Blue Arcanian

Level 10 Controller

Medium natural humanoid (undead) XP 500

HP 105; Bloodied 52 Initiative +5

AC 24, Fortitude 22, Reflex 21, Will 19 Perception +6

Speed 5

STANDARD ACTIONS

⚡ **Frost Staff** (cold, weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +13 vs. Fortitude

Hit: 2d8 + 9 cold damage, and the arcanian pushes the target 2 squares. The target is immobilized until the end of the arcanian's next turn.

⚡ **Bolt of Frost** (cold, implement) ♦ **At-Will**

Attack: Ranged 5 (one creature); +13 vs. Fortitude

Hit: 2d8 + 9 cold damage, and the target's space and all squares adjacent to it are difficult terrain until the end of the arcanian's next turn.

⚡ **Swirling Blizzard** (cold, implement) ♦ **Encounter**

Attack: Area burst 2 within 5 (enemies in burst); +13 vs. Reflex

Hit: 2d8 + 9 cold damage.

Miss: Half damage.

TRIGGERED ACTIONS

⚡ **Staff of Shielding** ♦ **Encounter**

Trigger: An attack hits the arcanian.

Effect (Immediate Interrupt): The arcanian gains a +4 bonus to all defenses against the triggering attack.

⚡ **Arcane Surge** ♦ **Encounter**

Trigger: The arcanian hits an enemy with an implement attack.

Effect (Free Action): The attack deals maximum damage to the enemy.

Skills Arcana +14

Str 10 (+5) Dex 11 (+5) Wis 13 (+6)

Con 17 (+8) Int 19 (+9) Cha 10 (+5)

Alignment chaotic evil Languages Common

Equipment staff

BANDERHOBB

AS THE DAY RECEDES, shadows lengthen over the world like grasping claws. That's when the banderhobbs come. Beneath the stars, in the dead of moonless nights, they march in ones and twos from the land of death and darkness. A banderhobb's snaking tongue ensnares its victim, drawing it into the creature's distended maw before it is swallowed into the banderhobb's cavernous stomach. Then the creature departs to where its master waits for it to regurgitate its still-living cargo. For what purpose? A banderhobb never tells.

LORE

Arcana DC 25: Parents tell children that if they misbehave, banderhobbs will come to take them away. According to stories, the torsos of banderhobbs are carved with ritual markings that allow them to pass between worlds at places where the veil is thin and shadows are thick. Their home is the Shadowfell, where their ancient master dwells in a dark tower.

People speculate that the banderhobbs' captives work as slaves in the Shadowfell until they eventually transform into banderhobbs. Fragments of lore tell of vast feeding pits where banderhobbs feast. In the dark reaches of this place, no god watches.



ENCOUNTERS

Even the other fell creatures of the Shadowfell shun banderhobbs. When banderhobbs do ally with other creatures, they are most often seen in the company of shadow wolves and howlers.

BANDERHOBB WARDER

Lurking in shadow, such as the dark of the cellar and the black abyss beneath the bed, are the banderhobb warders. No place in the world is safe from warders, for it is in the brightest light that the darkest shadows are cast. No matter how far a person flees, a warder finds its prey.

Banderhobb Warder		Level 16 Soldier
Large shadow magical beast		XP 1,400
HP 160; Bloodied 80		Initiative +16
AC 32, Fortitude 30, Reflex 28, Will 26		Perception +15
Speed 6, swim 6		Darkvision
STANDARD ACTIONS		
⊕ Longfinger Claw ♦ At-Will		
Attack: Melee 2 (one creature); +21 vs. AC		
Hit: 3d8 + 11 damage, and the target is marked until the end of the warder's next turn.		
⊕ Lightning Tongue (lightning) ♦ At-Will		
Attack: Ranged 5 (one creature); +19 vs. Reflex		
Hit: 2d8 + 7 lightning damage, and the target falls prone.		
⊕ Longfinger Clutch ♦ At-Will		
Attack: Melee 2 (one or two creatures); +21 vs. AC		
Hit: 2d8 + 7 damage, and the target is marked until the end of the warder's next turn.		
TRIGGERED ACTIONS		
⊕ Swallow ♦ At-Will		
Trigger: A Large or smaller enemy marked by the warder makes an attack that does not include the warder as a target.		
Effect (Immediate Reaction): The warder shifts 3 squares to a space adjacent to the triggering enemy and makes the following attack.		
Attack: Melee 1 (triggering enemy); +19 vs. Fortitude		
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the warder. The effect ends when the warder drops to 0 hit points or when the warder ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the warder.		
⊕ No Escape (teleportation) ♦ Encounter		
Trigger: An enemy marked by the warder ends its move.		
Effect (Immediate Reaction): The warder teleports 10 squares to a space adjacent to the triggering enemy.		
Skills Athletics +21		
Str 26 (+16)	Dex 23 (+14)	Wis 24 (+15)
Con 24 (+15)	Int 22 (+14)	Cha 11 (+8)
Alignment evil		Languages understands Goblin

BANDERHOBB WARDERS IN COMBAT

The mortals run. Panicked and exhausted, sweating and breathless, they rush to the safety of a secret refuge. They throw open their hideaway, but the banderhobb warders are already there, waiting to swallow its prey.

BANDERHOBB FILCH

Like a lizard, a shadowy thing scuttles down chimneys, through windows in walls and holes in thatch to the bedsides of sleepers.

Something is dragged across the floor.

A shadow is hunched, hefting an awkward sack stretched from its shoulder to the earth.

Something is dragged through the woods.

The creature moves over stones, through brambles. The sack whimpers, and the thing draws it tight, draws it silent.

Someone is dragged away.

Banderhobb Filch		Level 17 Skirmisher (Leader)	
Small shadow magical beast		XP 1,600	
HP 164; Bloodied 82	Initiative +18		
AC 31, Fortitude 28, Reflex 32, Will 27	Perception +14		
Speed 6, climb 3, swim 6	Darkvision		
STANDARD ACTIONS			
⚔ Quick Claw ♦ At-Will			
Attack: Melee 1 (one creature); +22 vs. AC			
Hit: 3d6 + 15 damage, and the filch shifts 1 square.			
☞ Stinking Gob ♦ At-Will			
Attack: Ranged 5 (one creature); +22 vs. AC			
Hit: 2d12 + 4 damage.			
Effect: The filch shifts 1 square.			
⚔ Hook Strike ♦ At-Will			
Attack: Melee 1 (one creature); +20 vs. Reflex			
Hit: 3d6 + 4 damage, and the filch grabs the target.			
⚔ Shadow Blink (teleportation) ♦ Recharge ☞ ☞			
Attack: Melee 1 (one creature); +22 vs. AC			
Hit: 4d8 + 20 damage.			
Effect: The filch teleports 5 squares before or after the attack.			
⚔ Distracting Frenzy ♦ Encounter			
Attack: Close burst 1 (enemies in burst); +22 vs. AC			
Hit: 2d8 + 5 damage.			
Effect: An ally within 5 squares of the filch immediately takes a standard action as a free action.			
MOVE ACTIONS			
⚔ Drag Away ♦ At-Will			
Requirement: The filch must have a creature grabbed.			
Effect: The filch moves its speed, pulling the grabbed creature with it. The filch and the creature grabbed by it do not provoke opportunity attacks from each other for this movement.			
Skills Athletics +20, Stealth +21			
Str 24 (+15)	Dex 27 (+16)	Wis 23 (+14)	
Con 20 (+13)	Int 21 (+13)	Cha 10 (+8)	
Alignment evil		Languages understands Goblin	

BANDERHOBB FILCHES IN COMBAT

A watchman's lantern catches it in the light: a froglike creature with thin, angular ears, dragging a heavy sack.

"Who goes there?"

It panics and jumps at the guard, clawing and swiping at the guard's face in a frenzy of bony claws.

The creature crams the bleeding guard into the sack: another slave for the master. Then the thief hauls its cargo away.

BANDERHOBB ABDUCTOR

They find the places where shadows are thick. On flat feet, banderhobb abductors silently slip into the world to steal and feed. They lurk in the seams between this world and the shadow realm, looking into this world, waiting for the right opportunity.

Banderhobb Abductor		Level 18 Brute	
Large shadow magical beast		XP 2,000	
HP 211; Bloodied 105	Initiative +17		
AC 30, Fortitude 29, Reflex 32, Will 30	Perception +16		
Speed 6, swim 6	Darkvision		
STANDARD ACTIONS			
⚔ Bite ♦ At-Will			
Attack: Melee 1 (one creature); +23 vs. AC			
Hit: 3d12 + 13 damage.			
☞ Grasping Tongue ♦ At-Will			
Attack: Ranged 5 (one creature); +21 vs. Reflex			
Hit: 2d12 + 3 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature.			
⚔ Gobble ♦ At-Will			
Requirement: The abductor must be bloodied.			
Attack: Melee 1 (one creature); +23 vs. AC			
Hit: 4d12 + 7 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges <i>swallow</i> and uses it against the target.			
⚔ Swallow ♦ Recharge ☞ ☞			
Attack: Melee 1 (one bloodied creature grabbed by the abductor); +21 vs. Fortitude			
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor.			
TRIGGERED ACTIONS			
⚔ Cross into Shadow (teleportation) ♦ Encounter			
Trigger: The abductor is first bloodied.			
Effect (No Action): The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location.			
Skills Athletics +20, Stealth +22			
Str 22 (+15)	Dex 27 (+17)	Wis 25 (+16)	
Con 21 (+14)	Int 22 (+15)	Cha 12 (+10)	
Alignment evil		Languages understands Goblin	

BANDERHOBB ABDUCTORS IN COMBAT

In a soundless second, a long, muscular tongue encircles a body and yanks it forward. The monster's head snaps backward, and its jaws unhinge. Then the victim's body disappears down the creature's gullet. A second later, the creature vanishes.

BEHEMOTH

BEHEMOTHS WERE AMONG THE FIRST creatures to roam the world. The earth trembles under their heavy steps, and sunshine dims as their leathery winged shapes pass across the sky.

At the head of an advancing army, a massive beast towers on legs the size of ancient tree trunks. Opening a mouth lined with hundreds of daggerlike teeth, the behemoth releases a terrible roar as it thunders ahead. Its handlers' whips and spears harry the brute along. Its huge feet leave bloody tracks through trails of broken bodies.



LORE

Nature DC 18: Behemoths are massive, stupid, and ill-tempered—traits that trainers covet in war beasts. Leaders across the world are willing to pay a handsome price for a behemoth young enough to train. The risk in capturing a behemoth is high; just surviving the trek into the jungles and mountains where these beasts live can be difficult. Behemoths fight most fiercely when they're protecting their nests or hatchlings.

A bridle on a behemoth rarely means the creature is tame. Given a moment's freedom, a behemoth assaults warriors on both sides of a conflict. Afterward, it thunders off into the wild.

ENCOUNTERS

Troglodytes and hobgoblins use behemoths as war machines and beasts of burden. The ranks of behemoth hunters have swelled as prices for the beasts have climbed. Tribes across the world clamor for their own behemoths, and these once rare creatures now appear in conflicts far from their nesting grounds.

BONE CROWN BEHEMOTH

Even a well-trained bone crown resists its bridle. Its handlers frequently go missing; the only signs of their fate are the chunks of flesh stuck in the small horns that ring a bone crown's thick skull. For warriors who have the skill and bravery, bone crowns are swift and powerful mounts.

Bone Crown Behemoth		Level 6 Soldier
Large natural beast (mount, reptile)		XP 250
HP 71; Bloodied 35	Initiative +7	
AC 22, Fortitude 19, Reflex 17, Will 17	Perception +4	
Speed 7		
STANDARD ACTIONS		
⊕ Head Butt ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d8 + 5 damage, and the target is marked until the end of the bone crown's next turn. When charging, the bone crown also pushes the target 1 square.		
Special: Whenever the bone crown hits a creature with an opportunity attack, that creature falls prone.		
TRIGGERED ACTIONS		
⊕ Threatening Bash ◆ At-Will		
Trigger: An enemy marked by the bone crown shifts.		
Effect (Immediate Interrupt): The bone crown uses <i>head butt</i> against the triggering enemy.		
◆ Insult to Injury (mount) ◆ At-Will		
Trigger: The bone crown has a friendly rider of 6th level or higher mounted on it, and the rider hits with a charge attack.		
Effect (Free Action): The bone crown pushes the target of the charge 1 square.		
Str 19 (+7)	Dex 14 (+5)	Wis 12 (+4)
Con 15 (+5)	Int 2 (-1)	Cha 6 (+1)
Alignment unaligned	Languages —	

BONE CROWN BEHEMOTHS IN COMBAT

The sounds of cracking limbs and shrieks of agony accompany a bone crown behemoth's movement. A bone crown gallops into combat, entrails covering it as though they were party ribbons, and uses *head butt* against any creature it sees. Plenty of armies have broken under a bone crown assault. If a mounted bone crown's rider is killed, the bone crown often goes wild, charging recklessly around the battlefield.

SKINWING BEHEMOTH

Skinwing behemoths nest in craggy mountains and high cliffs. Thieves steal skinwing eggs or hatchlings to sell to armies and mercenaries seeking an aerial advantage. Skinwings are vicious, however, and careless nest robbers have lost more than their livelihood when a hatchling's parents have returned to find the thieves.

Skinwing Behemoth	Level 7 Skirmisher
Large natural beast (mount, reptile)	XP 300
HP 79; Bloodied 39	Initiative +9
AC 21, Fortitude 19, Reflex 21, Will 19	Perception +3
Speed 2 (clumsy), fly 8 (hover)	
TRAITS	
Strafe (mount)	
When the behemoth uses <i>flyby attack</i> while it has a friendly rider of 7th level or higher mounted on it, its rider can make a melee basic attack in place of the skinwing's bite.	
Drag Off	
When the behemoth moves, it pulls with it any creature grabbed by it. In addition, the creature remains grabbed, and the behemoth does not provoke an opportunity attack from the grabbed creature.	
STANDARD ACTIONS	
⊕ Bite ♦ At-Will	
Attack: Melee 1 (one creature); +12 vs. AC Hit: 2d6 + 8 damage.	
⊕ Flyby Attack ♦ At-Will	
Effect: The skinwing flies its speed and uses <i>bite</i> at any point during the movement. The skinwing does not provoke an opportunity attack from the target when moving away from it.	
⊕ Grasping Talons ♦ Recharge ☼ ☼	
Requirement: The skinwing must be flying. Effect: The skinwing uses <i>flyby attack</i> , and if the attack hits, the skinwing grabs the target of the attack.	
Str 14 (+5)	Dex 19 (+7) Wis 11 (+3)
Con 15 (+5)	Int 2 (-1) Cha 6 (+1)
Alignment unaligned Languages –	

SKINWING BEHEMOTHS IN COMBAT

A skinwing behemoth circles on the fringes of a battle, swooping down on the flanks of an enemy force. A skinwing's bite shreds leather and flesh. A skinwing uses its claws to seize an enemy and lift it into the sky before dropping the creature in front of the feet of its behemoth allies. Although a skinwing glides with great agility, it is awkward and slow while

earthbound. If a skinwing crashes or is forced to land, it does everything in its power to return to the sky, even if doing so means abandoning its rider.

SPIREHORN BEHEMOTH

Barbarian chieftains and hobgoblin warmasters yearn to master their own spirehorn behemoths. Dozens of trackers and warriors are lost in vain pursuit of adult spirehorns, which are rumored to be the fiercest behemoths when properly trained. Crafty leaders send thieves among the spirehorns' enormous nests to steal eggs, so that they can rear the behemoths from the shell.

Spirehorn Behemoth	Level 9 Elite Brute
Huge natural beast (mount, reptile)	XP 800
HP 234; Bloodied 117	Initiative +6
AC 21, Fortitude 23, Reflex 19, Will 21	Perception +7
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
Beastmaster (mount)	
While the behemoth has a friendly rider of 9th level or higher mounted on it, the rider gains a +1 bonus to AC and Reflex.	
STANDARD ACTIONS	
⊕ Gore ♦ At-Will	
Attack: Melee 1 (one creature); +14 vs. AC Hit: 3d10 + 5 damage.	
⊕ Double Attack ♦ At-Will	
Effect: The spirehorn uses <i>gore</i> twice.	
⊕ Trample ♦ Encounter	
Effect: The spirehorn shifts twice its speed and can enter enemies' spaces during the move. Each time the spirehorn enters an enemy's space for the first time during the move, it can use <i>gore</i> against that enemy.	
Str 20 (+9)	Dex 14 (+6) Wis 16 (+7)
Con 17 (+7)	Int 4 (+1) Cha 9 (+3)
Alignment unaligned Languages –	

SPIREHORN BEHEMOTHS IN COMBAT

The nature of a spirehorn behemoth's rider determines the beast's battle tactics. Some spirehorns are treated like trophies, nothing more than glorified thrones for their masters. Others serve as mobile fortresses, hanging near the rear of a conflict while carrying someone of great importance. When spirehorns are used in the midst of battle, handlers equip each of the beasts to carry a dozen warriors.



EYES OF SHADOW IN COMBAT

With a body made of little more than darkness and hate, an eye of shadow delights in its victims' terror. It lurks in the darkness, waiting as its foes' panic increases; then it strikes swiftly and viciously.

GHOST BEHOLDER

Death need not be an end to avarice and ambition. As living creatures, beholders must eventually fall from the air to rot on the hated earth. Yet some have the willpower and anger to float again, returning as ghost beholders.

GHOST BEHOLDERS IN COMBAT

A ghost beholder has died once already and is now cautious. It hides in the ground or behind ceilings and walls, using a single eye stalk to spy. Then it emerges, shooting eye rays at its surprised foes.

Ghost Beholder		Level 18 Elite Controller
Large aberrant magical beast (undead)		XP 4,000
HP 254; Bloodied 127		Initiative +16
AC 30, Fortitude 29, Reflex 30, Will 30		Perception +17
Speed 0, fly 6 (hover), phasing		Darkvision
Immune disease, poison; Resist insubstantial;		
Vulnerable 10 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
All-Around Vision		
Enemies can't gain combat advantage by flanking the ghost beholder.		
STANDARD ACTIONS		
⊕ Bite (necrotic) ♦ At-Will		
Attack: Melee 1 (one creature); +21 vs. Reflex		
Hit: 3d8 + 13 necrotic damage.		
↘ Eye Ray ♦ At-Will		
Effect: The beholder uses one of the following eye rays without provoking an opportunity attack.		
1. Chill of the Grave (cold, necrotic)		
Attack: Ranged 10 (one creature); +21 vs. Fortitude		
Hit: 4d8 + 8 cold and necrotic damage, and the target is slowed (save ends).		
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).		
2. Ghostly Possession (psychic)		
Attack: Ranged 10 (one creature); +21 vs. Will		
Hit: Ongoing 15 psychic damage (save ends).		
First Failed Saving Throw: In addition to the ongoing damage, the target is dazed (save ends both).		
Second Failed Saving Throw: The target is dominated instead of dazed and continues to take the ongoing damage (save ends both). The beholder is removed from play until the effect ends. When the effect ends, the beholder reappears in an unoccupied space within 10 squares of the target. The beholder can end the effect as a free action.		
3. Killing Thought (psychic)		
Attack: Ranged 10 (one creature); +21 vs. Will		
Hit: 1d8 + 9 psychic damage, and the target makes a melee basic attack against itself as a free action. If the target is not wielding a melee weapon, it drops a held item and draws a melee weapon as a free action and then makes the attack.		
MINOR ACTIONS		
⊕ Central Eye (fear) ♦ At-Will (1/round)		
Attack: Ranged 10 (one creature); +21 vs. Will		
Hit: The beholder slides the target 5 squares, and the target gains vulnerable 5 necrotic and vulnerable 5 psychic until the start of the beholder's next turn.		
TRIGGERED ACTIONS		
↘ Eyes of the Beholder ♦ At-Will		
Trigger: An enemy starts its turn within 5 squares of the beholder.		
Effect (Free Action): The beholder uses eye ray against the triggering enemy. Determine which ray it uses by rolling a d4, rerolling the die on a result of 4.		
Str 12 (+10)	Dex 25 (+16)	Wis 16 (+12)
Con 19 (+13)	Int 22 (+15)	Cha 25 (+16)
Alignment evil	Languages Deep Speech	

CAMBION

MORTAL FEMALES AND MALES who make deals with devils are often exploited and made to serve as progenitors to cambions. Although their mortal parents might find these creatures to be abhorrences, infernal parents dote on the conceived cambions. These immortal offspring spend their lives in homage to Asmodeus, repaying evil with evil, taking advantage of weakness, and seeking power.

LORE

Arcana DC 21: The Nine Hells has a society of sorts. The powerful rule. The foolish are fodder. Cultists and lesser devils serve their masters, even when it comes to procreation. A cambion is born from a union between a mortal and a devil. Such creatures mature quickly and are used as pawns to further the goals of powerful devils.

Fierna and her father, Belial, are often accompanied by cambions in their service. Other cambions dedicate themselves to Levistus to act as guardians or torturers. Most cambions, however, are dedicated to Asmodeus and pursue their own goals as they reap sorrow and destruction.



ENCOUNTERS

Cambions consort with a multitude of creatures. A cambion can be found in the company of any maleficent creatures in the world or the Nine Hells, including gangs of humanoids and lesser devils. Pompous cambions surround themselves with guards and advisors. Often an oni or a rakshasa advisor is the true power behind a cambion leader.

CAMBION WRATHBORN

A cambion wrathborn plots to attain power in the world. It dons the appearance of its mortal heritage and orchestrates uprisings in great cities to glorify itself or its diabolic overlord.

Cambion Wrathborn Medium immortal humanoid (devil)	Level 9 Skirmisher XP 400
HP 100; Bloodied 50	Initiative +11
AC 23, Fortitude 21, Reflex 24, Will 18	Perception +6
Speed 6, fly 8 (clumsy)	Darkvision
Resist 10 fire	
TRAITS	
☀ Burning Anger (fire) ◆ Aura 1 While the wrathborn is bloodied, any enemy that ends its turn within the aura takes 5 fire damage.	
STANDARD ACTIONS	
⊕ Pain Blade (weapon) ◆ At-Will Attack: Melee 1 (one creature); +14 vs. AC Hit: 2d8 + 8 damage, and the target grants combat advantage until the end of the wrathborn's next turn.	
⊖ Path of Pain (weapon) ◆ At-Will Effect: The wrathborn shifts 4 squares and uses <i>pain blade</i> at any point during the shift.	
⚡ Fire Bolt (fire, implement) ◆ At-Will Attack: Ranged 5 (one creature); +12 vs. Reflex Hit: 2d6 + 5 fire damage.	
⚡ Burst Skyward (fire, implement) ◆ Encounter Requirement: The wrathborn must be bloodied. Attack: Close burst 2 (enemies in burst); +12 vs. Reflex Hit: 2d10 + 5 fire damage, and the wrathborn flies 8 squares without provoking opportunity attacks.	
MINOR ACTIONS	
👁 Wicked Guise (illusion) ◆ At-Will Requirement: The wrathborn must not be bloodied. Effect: The wrathborn assumes the appearance of a specific Medium humanoid.	
Skills Acrobatics +14, Bluff +14, Intimidate +14	
Str 17 (+7)	Dex 21 (+9) Wis 14 (+6)
Con 20 (+9)	Int 15 (+6) Cha 20 (+9)
Alignment evil	Languages Supernal
Equipment leather armor, short sword, wand	

CAMBION WRATHBORNS IN COMBAT

A cambion wrathborn dances away from foes as it attacks. Barely contained rage drives the half-breed devil in battle. A wrathborn sees the smallest slight as a grave insult. It attacks without fear of retribution. A wrathborn usually takes the appearance of an individual from its mortal parent's race, but it bursts into its diabolic form when seriously injured or when enemies surround it. In an injured state,

the wrathborn becomes enshrouded in flames and grows even more vindictive.

CHAINED CAMBION

Wrapped in chains and masked with a gruesome iron visage, a chained cambion radiates pain, rage, and frustration. A chained cambion's body is completely bound and unmoving. Its bindings hold it aloft; the chain contraption walks spiderlike along the ground. The chains act as a conduit to a cambion's tortured psyche, and the metal's touch shoots the minds of its victims into the frozen dark of Stygia, where they suffer briefly before returning.

Chained Cambion **Level 10 Controller**

Medium immortal humanoid (devil) XP 500
 HP 110; Bloodied 55 Initiative +8
 AC 24, Fortitude 22, Reflex 20, Will 24 Perception +9
 Speed 6 Darkvision
 Resist 10 fire

TRAITS

⚙️ Binding Field ♦ Aura 3

Squares within the aura are difficult terrain for enemies.

Child of Chains

While immobilized or restrained, the chained cambion gains a +2 bonus to attack rolls and gains a +2 bonus to attempts to escape a grab and to saving throws against effects that immobilize or restrain.

STANDARD ACTIONS

⚔️ Chain Lash ♦ At-Will

Attack: Melee 3 (one creature); +15 vs. AC
 Hit: 3d6 + 8 damage, and a dazed target is immobilized (save ends).

⚔️ Vile Fetters (psychic) ♦ At-Will

Attack: Melee 5 (one creature); +13 vs. Will
 Hit: 2d6 + 6 psychic damage, and if the target ends its next turn closer to the chained cambion, it is dazed (save ends).

⚡ Unfettered Scream (psychic) ♦ Recharge ⚡ [1]

Attack: Close blast 3 (creatures in blast); +13 vs. Fortitude
 Hit: 2d6 + 6 psychic damage, and the chained cambion pushes the target 2 squares. The target is also dazed (save ends).

MINOR ACTIONS

🧠 Mind Shackles (psychic) ♦ Recharge when first bloodied

Effect: Two enemies adjacent to each other in a close burst 5 are psychically shackled (save ends; each enemy makes a separate saving throw against this effect). While psychically shackled, an enemy takes 10 psychic damage at the start and the end of its turn if it isn't adjacent to the other creature that was affected by this power.

Aftereffect: The effect persists, and the damage decreases to 5 (save ends).

Str 17 (+8) Dex 16 (+8) Wis 19 (+9)
 Con 22 (+11) Int 18 (+9) Cha 18 (+9)

Alignment evil Languages Supernal

CHAINED CAMBIONS IN COMBAT

A chained cambion's reigning emotion is hate. It hates its life, its captors, and its enemies who roam free. A chained cambion screams its despair within the minds of nearby foes. When a chained cambion is bloodied, it howls even louder as its iron mask falls off.

CAMBION INFERNAL SCION

When the blood of a mortal ruler mingles with that of a devil, a terrible conqueror can be born. A cambion infernal scion is driven by greed and ambition. It covets Asmodeus's position in the Nine Hells and plots to supplant him.

Cambion Infernal Scion **Level 12 Elite Soldier**

Medium immortal humanoid (devil) XP 1,400

HP 250; Bloodied 125 Initiative +14
 AC 28, Fortitude 24, Reflex 21, Will 25 Perception +10
 Speed 6, fly 8 (clumsy) Darkvision
 Resist 10 fire
 Saving Throws +2; Action Points 1

STANDARD ACTIONS

⚔️ Burning Longsword (fire, weapon) ♦ At-Will

Attack: Melee 1 (one creature); +17 vs. AC
 Hit: 2d8 + 11 fire damage.
 Effect: The target is marked until the end of the scion's next turn.

⚔️ Fiend Razor ♦ At-Will

Requirement: The scion must be bloodied.
 Effect: The scion uses *burning longsword* twice.

MINOR ACTIONS

👉 Dread Command (charm) ♦ At-Will (1/round)

Requirement: The scion must not be bloodied.
 Attack: Ranged 5 (one enemy marked by the scion); +15 vs. Will
 Hit: The target is dominated until the end of the scion's next turn.

🗨️ Oath of the Nine ♦ At-Will (1/round)

Effect: One creature within 3 squares of the scion is marked and gains vulnerable 10 fire until the end of the scion's next turn.

TRIGGERED ACTIONS

⚔️ Majestic Stride ♦ At-Will

Trigger: An enemy marked by the scion and within 5 squares of it makes an attack that does not include the scion as a target.
 Effect (Immediate Reaction): The scion teleports to a square adjacent to the triggering enemy and uses *burning longsword* against it.

Skills Diplomacy +17, History +15, Intimidate +17

Str 19 (+10) Dex 22 (+12) Wis 18 (+10)

Con 21 (+11) Int 19 (+10) Cha 23 (+12)

Alignment evil Languages Supernal

Equipment chainmail, longsword

CAMBION INFERNAL SCIONS IN COMBAT

An infernal scion's sword slashes in fiery arcs. It begins combat imperiously, cutting down foes and commanding enemies to impale themselves on their own blades lest they suffer torture and humiliation. The devil strides across the battlefield, secure in its authority over its allies and confident that it is incapable of losing.

When bloodied, an infernal scion sheds its veneer of dominance in exchange for rage, dealing blows at twice its previous speed.

CATOBLEPAS

WITH ITS HEAD LOW TO THE GROUND, a catoblepas roams the land, leaving death in its wake. The catoblepas is a rare creature made of shadows and death; its gaze can wither those it has injured. Each creature plods between worlds, surfacing unexpectedly. So strong is the catoblepas's association with death that the beasts sometimes accompany the Raven Queen and her entourage.

LORE

Religion DC 23: Steadfast souls who hunt a catoblepas might resist its call, but when faced with its deadly gaze or toxic breath, most choose cowardice over bravery.

A ritualistic hunt of a catoblepas can earn the hunters the Raven Queen's blessing. Knights hunt the creatures for honor and glory, and a knight who returns with a catoblepas's head earns great esteem among his or her fellowship. A knight who displays the catoblepas badge on a coat of arms commands deep respect on the battlefield.

When the creatures of the Feywild embark on the Wild Hunt, it is often a catoblepas they seek. The

catoblepas's ability to shift between worlds makes it one of the most challenging quarryies.

A catoblepas cannot truly be destroyed, nor can its ill tidings be disavowed. A catoblepas, if slain, forms again in the Shadowfell and continues its plodding journey through the planes.

Adventurers can track a catoblepas by following the trail of death in its wake. If they work to mend the sorrowful places where the beast has passed, they might look upon the eyes of a catoblepas without fear of death. For these champions, the Raven Queen might release a soul to life again or grant someone the ability to foresee his or her own death and thereby avoid it.

ENCOUNTERS

Every catoblepas is a herald of the Raven Queen, but the creatures are not her only messengers. In the days before a catoblepas appears, specters of legendary kings walk their palace halls, ghosts of women who died in childbirth whisper warnings to their children, and in places where the worst tragedies shall strike, wraiths of ancient tyrants rise again, hoping to see the dark hopes of their former lives realized.



CATOBLEPAS HARBINGER

A catoblepas harbinger appears suddenly in a throne room, a town square, a banquet hall—anywhere hubris thickens the air. Its approach foretells impending death, famine, plague, or war and sends prophets and seers into panicked frenzies.

A harbinger treads where the seeds of tragedy have been sown. It feeds on despair, pride, and anguish, growing larger on its journeys. This diet of vitriolic emotions causes a harbinger to exhale noxious fumes; creatures suffocate in its presence.

Catoblepas Harbinger		Level 10 Elite Controller
Large shadow beast		XP 1,000
HP 220; Bloodied 110	Initiative +7	
AC 24, Fortitude 22, Reflex 20, Will 22	Perception +15	
Speed 6	Blindsight 5	
Resist 5 necrotic		
Saving Throws +2; Action Points 1		
TRAITS		
☼ Raven Queen's Presence ◆ Aura 5		
Any creature within the aura that fails a death saving throw takes damage equal to half its bloodied value.		
STANDARD ACTIONS		
⚔ Gore ◆ At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage.		
⚡ Poison Breath (poison) ◆ Recharge ☼ ☼		
Attack: Close blast 5 (creatures in blast); +13 vs. Fortitude		
Hit: 2d6 + 6 poison damage, and ongoing 5 poison damage (save ends).		
TRIGGERED ACTIONS		
⚡ Final Glance (charm, necrotic) ◆ At-Will		
Trigger: An enemy within 5 squares of the harbinger willingly moves away from it.		
Attack (Opportunity Action): Close burst 10 (triggering enemy in burst); +13 vs. Will		
Hit: 5 necrotic damage, and the target is immobilized and gains vulnerable 5 to all damage (save ends both).		
Aftersave: 10 necrotic damage.		
Str 18 (+9)	Dex 15 (+7)	Wis 21 (+10)
Con 22 (+11)	Int 3 (+1)	Cha 11 (+5)
Alignment unaligned		Languages —

CATOBLEPAS HARBINGERS IN COMBAT

A catoblepas harbinger emanates death. The beast attempts to end the lives of everything it encounters. With a look, it cuts down those who run. With its horns, it gouges those who face it. A harbinger feels no fear in battle. It knows that to die again will be just another turn of the wheel, so it focuses on dealing final blows to weak or frightened foes.

CATOBLEPAS TRAGEDIAN

At the world's end, a river of souls flows into the Shadowfell through a jungle poisoned by the corruption of tainted souls. Along the river's bank, a catoblepas tragedian grazes beneath the full moon, growing enormous before it passes through the veil to the Raven Queen's realm. A tragedian's bowed, hidden face is formed in the shape of a humanoid tragedian's mask, an agonized accumulation of the strife it has witnessed.

Catoblepas Tragedian		Level 18 Elite Controller
Huge shadow beast		XP 4,000
HP 360; Bloodied 180	Initiative +15	
AC 32, Fortitude 30, Reflex 28, Will 30	Perception +15	
Speed 6	Blindsight 5	
Resist 10 necrotic		
Saving Throws +2; Action Points 1		
TRAITS		
☼ Raven Queen's Presence ◆ Aura 5		
Any creature within the aura that fails a death saving throw takes damage equal to half its bloodied value.		
STANDARD ACTIONS		
⚔ Gore ◆ At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 3d8 + 13 damage.		
⚡ Poison Breath (poison) ◆ Recharge ☼ ☼		
Attack: Close blast 5 (creatures in blast); +21 vs. Fortitude		
Hit: 2d6 + 9 poison damage, and ongoing 10 poison damage (save ends).		
⚡ Withering Gaze ◆ Recharge when no enemy is affected by this power		
Attack: Close burst 10 (one bloodied creature in burst); +21 vs. Will		
Hit: 1d8 + 9 necrotic damage, and the target is weakened (save ends).		
First Failed Saving Throw: The target is weakened and blinded (save ends both).		
Second Failed Saving Throw: The target's hit points drop to -1.		
MINOR ACTIONS		
⚡ Inevitable Call (charm) ◆ At-Will		
Effect: Choose one enemy within 20 squares. The tragedian pulls that enemy 3 squares.		
TRIGGERED ACTIONS		
⚡ Final Glance (charm, necrotic) ◆ At-Will		
Trigger: An enemy within 5 squares of the tragedian willingly moves away from it.		
Attack (Opportunity Action): Close burst 10 (triggering enemy in burst); +21 vs. Will		
Hit: 10 necrotic damage, and the target is immobilized and gains vulnerable 5 to all damage (save ends both).		
Aftersave: 20 necrotic damage.		
Str 24 (+16)	Dex 22 (+15)	Wis 23 (+15)
Con 28 (+18)	Int 3 (+5)	Cha 25 (+16)
Alignment unaligned		Languages —

CATOBLEPAS TRAGEDIANS IN COMBAT

A catoblepas tragedian's deep humming works like a siren's song, calling living creatures to their dooms. A tragedian's victims walk forward and rest their heads against its shaggy flank. The victims who inhale a tragedian's deadly breath or look upon its visage wither into husks.

CAVE FISHER

PERCHED IN A SHADY NICHE high up in a limestone cavern, a cave fisher waits and watches. More than one explorer has been stricken when he or she gazed up to see an insectlike creature staring back, pincers ready. A long, noselike appendage juts from a cave fisher's body. From this protuberance, a fisher can release a strangling line or shoot lengths of filament to capture prey for its young.

LORE

Nature DC 15: Cave fishers live by instinct. They spread across a swath of caverns and form loose collectives. After a male and a female mate, they move off to an uninhabited ledge. A cave fisher nest is high from the ground and usually looks out over frequently traveled paths.

Cave fisher spawn hatch after several weeks in the egg. During that time, the angler does not leave the nest unless provoked. The spiker goes out in search of food to bring back to the nest. Cave fishers are mindless creatures without mercy, so when a cave fisher spawn is weak, its nestmates eat it.

ENCOUNTERS

Although cave fishers are dangerous predators, a number of Underdark creatures have turned them into useful pets and guardians. A cave fisher is driven by instinct and hunger. A passing group of orcs that tosses fresh meat to a fisher can appease it while the band passes unmolested.

Humanoid tribes use this baiting method to lure cave fishers into key locations and make them natural guardians. The fishers create a defensive perimeter that foils wandering monsters and careless adventurers.

CAVE FISHER SPAWN

Once a cave angler finds a secure ledge from which to hunt, it lays its eggs. A cave fisher spiker hunts to provide for a cave fisher angler until the eggs hatch.

Cave Fisher Spawn		Level 2 Minion Brute
Small natural beast		XP 31
HP 1; a missed attack never damages a minion.		Initiative +2
AC 15, Fortitude 13, Reflex 14, Will 12		Perception +0
Speed 5, climb 4 (spider climb)		Darkvision
STANDARD ACTIONS		
⊕ Pincers ◆ At-Will		
Attack: Melee 1 (one creature); +5 vs. AC		
Hit: 6 damage, or 9 against an immobilized, restrained, or helpless target.		
Str 11 (+1)	Dex 13 (+2)	Wis 8 (+0)
Con 11 (+1)	Int 2 (-3)	Cha 5 (-2)
Alignment unaligned		Languages –

Once the spawns are loose, the angler helps gather food. An adventurer dragged to a cave fisher's ledge faces a cadre of ravenous young.

CAVE FISHER SPAWN IN COMBAT

A cave fisher spawn lurks near its nest, waiting for a grown fisher to provide a corpse for it and its nestmates to eat. Territorial and aggressive, a spawn rushes forward to attack enemies that threaten the nest. Although not born strong enough to snatch prey with its filament, a spawn is adroit at using its pincers.

CAVE FISHER ANGLER

In silence, a cave fisher angler releases its long, sticky filament toward the cave floor, dangling the end a hairsbreadth above a creature's head. Then, with a quick snap, an angler's filament wraps around a victim's neck, pulling tight. The angler drags its writhing prey upward to the maws of its hungry spawn.

Cave Fisher Angler		Level 3 Lurker
Medium natural beast		XP 150
HP 37; Bloodied 18		Initiative +7
AC 18, Fortitude 16, Reflex 15, Will 14		Perception +7
Speed 6, climb 5 (spider climb)		Darkvision
TRAITS		
Sniper		
Whenever the angler is hidden and misses with a ranged attack, it remains hidden.		
STANDARD ACTIONS		
⊕ Pincers ◆ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d10 + 6 damage.		
✂ Filament Strangle ◆ At-Will		
Attack: Ranged 5 (one creature); +7 vs. Reflex		
Hit: 1d6 + 4 damage, and the angler pulls the target 3 squares. The target is restrained (save ends). The effect also ends if the target teleports or if the target or another creature hits the filament in the target's square. The filament uses the angler's defenses. An attack against the filament deals no damage or effects to the angler. Only one creature can be restrained by this attack at a time. The angler can pull the target vertically, and the target can end the pull suspended in air.		
Sustain Standard: The target takes 1d6 + 4 damage, and the angler pulls the target 3 squares.		
Skills Stealth +8		
Str 16 (+4)	Dex 15 (+3)	Wis 12 (+2)
Con 13 (+2)	Int 2 (-3)	Cha 5 (-2)
Alignment unaligned		Languages –

CAVE FISHER ANGLERS IN COMBAT

A cave fisher angler prefers to attack from above, dragging its prey into the air. It leaves a creature dangling as it squeezes the life from it. When its prey is dead, a cave angler draws it close to offer to its young. Then the creature goes back to searching—it must eat too. If a cave angler believes its young are at risk, it screeches to draw its mate back to the nest.

CAVE FISHER SPIKER

While a cave fisher angler lays eggs and readies a nest, the male spiker sets out in search of food. Unlike the angler, this hunter hurls wriggling lengths of filament at its prey. The filament contracts and bores into the spiker's target. Once a spiker has slain its victim, the insect drags its catch back to its mate's nest.

Cave Fisher Spiker		Level 3 Artillery
Medium natural beast		XP 150
HP 37; Bloodied 18		Initiative +4
AC 15, Fortitude 14, Reflex 15, Will 13		Perception +2
Speed 6, climb 5 (spider climb)		Darkvision
TRAITS		
Camouflage		
The spiker gains a +2 bonus to all defenses against ranged and area attacks.		
Sniper		
Whenever the spiker is hidden and misses with a ranged attack, it remains hidden.		
STANDARD ACTIONS		
⚔ Pincers ♦ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d10 + 3 damage.		
☞ Filament Spike ♦ At-Will		
Attack: Ranged 10 (one creature); +8 vs. Reflex		
Hit: 1d10 + 4 damage.		
☞ Filament Wrap ♦ Recharge ☞ ☞ ☞		
Attack: Ranged 10 (one creature); +8 vs. Reflex		
Hit: The target is immobilized and takes ongoing 5 damage (save ends both).		
Skills Stealth +9		
Str 15 (+3)	Dex 17 (+4)	Wis 12 (+2)
Con 13 (+2)	Int 2 (-3)	Cha 5 (-2)
Alignment unaligned		Languages –

CAVE FISHER SPIKERS IN COMBAT

A spiker's noselike appendage is muscular, and the insect is adept at aiming wads of wriggling filament at its targets. The filament stretches out and encircles its prey, drawing it tight in a crushing grip. A spiker fires shards of filament at an ensnared enemy to further wound it. The insect focuses on an immobilized creature, hoping to drain its life so it can drag the creature's corpse back to its nest.

CAVE FISHER LINE SPIKER

Hobgoblins are renowned for their desire to capture, breed, and modify all kinds of monsters. Hobgoblin leaders instruct lackeys to steal cave fisher eggs. A group might breed some cave fishers and train them for use as artillery units that break apart enemy formations.



CAVE FISHER

Cave Fisher Line Spiker		Level 4 Minion Artillery
Medium natural beast		XP 44
HP 1; a missed attack never damages a minion.		Initiative +5
AC 16, Fortitude 14, Reflex 16, Will 15		Perception +9
Speed 6, climb 5 (spider climb)		Darkvision
STANDARD ACTIONS		
⚔ Pincers ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 4 damage.		
☞ Slowing Spike ♦ At-Will		
Attack: Ranged 10 (one creature); +7 vs. Reflex		
Hit: 4 damage, and the target is slowed until the end of the spiker's next turn.		
☞ Toppling Spike ♦ Encounter		
Attack: Ranged 10 (one creature); +7 vs. Reflex		
Hit: 6 damage, and the target falls prone.		
Str 13 (+3)	Dex 17 (+5)	Wis 14 (+4)
Con 13 (+3)	Int 2 (-2)	Cha 5 (-1)
Alignment unaligned		Languages –

CAVE FISHER LINE SPIKERS IN COMBAT

Cave fisher handlers position groups of line spikers in trees and along ridges near a battlefield. The creatures rain their spiky filaments down on enemy ranks, tripping up combatants one by one. A line spiker avoids the thick of a battle, but when forced into combat, it uses *pincers*. As soon as an escape route opens, the spiker flees to safety.

CHITINE

THE FIRST CHITINES EMERGED from vats of ooze and flesh. Sewn together by the magic of drow warlocks, the chitines are a failed attempt to create the perfect slave race. The first chitines rampaged through the drow city in which they were created, fighting their would-be masters. Afterward, they struck out to create their own domain in the uppermost reaches of the Underdark.

As a strange hybrid of spider and humanoid, chitines praise Lolth for imbuing them with a heart of violence and rebellion. They believe they are far closer to Lolth's perfect race than drow are. This philosophical schism sparks deep hatred between the two races. Though both races revere the Queen of Spiders, their members ruthlessly slaughter each other. As befits a goddess as treacherous and bloodthirsty as Lolth, her most dedicated followers aim their deepest hatred at their fellow worshipers.

LORE

History DC 17: Drow warlocks created chitines to be slaves. Chitines are humanoids crafted from a mixture of arcane spells, prayers to Lolth, and the souls, flesh, and ichor of elves, spiders, and demons.

In a fit of passion, perhaps anger at the drow for playing at godhood, Lolth conspired to free the

chitines and teach the drow a lesson. Choldriths, the chitine priestess caste, emerged from the chitine creation pools, and the priestesses proceeded to rouse rebellion among the chitines. Overwhelmed by the number of chitines, the drow withdrew as chitines spread out across the Underdark.

Chitines believe that they are Lolth's favorites. They are quick to point out that despite Lolth's drow appearance, she also adopts the guise of a spider. According to chitine dogma, the spider form, not her humanoid form, is Lolth's true aspect.

ENCOUNTERS

The chitine race is young, and its members are gullible. Because of their ignorance of the world above, they see unusual humanoids and objects from the surface as the stuff of speculation and mystery. The shifter illusionist Mylara Stormroarer managed to convince a chitine colony that she was an aspect of Lolth. She set them against a nearby drow outpost, using them to slay her enemy Ulquara.

Chitines form alliances with Underdark races in exchange for weapons, arcane lore, magic items, and other tools, most of which they use against the drow. Duergar hire chitines as mercenaries and scouts. Occasionally chitines and duergar join forces against drow outposts.

In the depths of the Feydark, chitines are common. They traffic with spriggans and other fey that oppose the drow.

CHITINE LAIRS

Chitines spin thick, tough webbing that ranges in color from dull white to stone gray. Webs are used to fortify lairs or create structures. When chitines occupy dungeon chambers, chasms, or other narrow places, they spin webbing that is sticky like a spider's web. When chitines build structures in large caverns, the webbing is hard but lacks stickiness.

The dwarves of Greysmere were shocked to discover that within days of a chitine war band breaking into their lower mines, the invaders had constructed a small keep that cut off access to the richest vein of gold. The dwarves had to transport wood deep into the caves and build battering rams, ballistae, and trebuchets to dislodge the invading spiderfolk.

Chitine structures are built with enemies in mind.

Suspended Fortresses: Chitines climb to the ceiling of a large cave and suspend saclike structures from it. Each sac is anchored to the ceiling at a single point, and within

it are two or three floors of chambers. Skilled web crafters can produce doors and hinges from webbing.

The uppermost floor of a suspended fortress is a living chamber. It has doorways that offer easy access to the cave ceiling. The middle floor is living space. It has barracks, dining chambers, and storage areas. The bottom floor sports murder holes that allow chitines to rain projectiles down on attackers. Openings are also cut along the walls to provide firing positions against flying enemies and climbing foes.

Walkways: When a chitine settlement has multiple suspended fortresses, the chitines construct bridges between the structures. Vital sections of the colony have only one or two walkways leading to them so that the bridges can be quickly collapsed in the event of an attack. A gang of four or more chitines working at one end of a bridge can collapse it in 5 rounds of work.

CHITINE GRUNT

Assaulting a chitine lair is like poking a stick into a hornet's nest. Every chitine, from newborn to laborer, surges forward to annihilate intruders. "Drowned in chitines" is a drow saying that refers to an ignominious death at the hands of one's inferiors.

Chitine Grunt		Level 5 Minion Brute	
Medium natural humanoid (spider)		XP 50	
HP 1; a missed attack never damages a minion.	Initiative +4		
AC 17, Fortitude 17, Reflex 17, Will 16	Perception +3		
Speed 6, climb 6 (spider climb)	Darkvision		
STANDARD ACTIONS			
⚔ Daggers (weapon) ♦ At-Will			
Effect: The grunt makes the following attack twice.			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 4 damage.			
🌀 Flying Daggers (weapon) ♦ At-Will			
Attack: Ranged 5/10 (one creature); +10 vs. AC			
Hit: 5 damage.			
MOVE ACTIONS			
🕸 Web Line ♦ Encounter			
Requirement: The grunt must be climbing.			
Effect: The grunt flies 5 squares.			
TRIGGERED ACTIONS			
💀 Dying Shriek			
Trigger: The grunt drops to 0 hit points.			
Effect (Immediate Interrupt): Each enemy adjacent to the grunt takes a -2 penalty to all defenses until the end of its next turn.			
Str 15 (+4)	Dex 14 (+4)	Wis 12 (+3)	
Con 10 (+2)	Int 8 (+1)	Cha 9 (+1)	
Alignment chaotic evil		Languages Common, Elven	
Equipment 4 daggers			

CHITINE GRUNTS IN COMBAT

Grunts surge forward in waves to overwhelm foes, scuttling across the floor and dropping from walls and crevices. When a grunt dies, it emits an acrid, foul stench that staggers nearby foes and drives chitines into a fury.

CHITINE WARRIOR

Slashing, stabbing, and parrying with four daggers at once, a chitine warrior is a blur of blades. Warriors defend a chitine lair, forming the main body of the clutch's combatants.

Chitine Warrior		Level 5 Brute	
Medium natural humanoid (spider)		XP 200	
HP 72; Bloodied 36	Initiative +5		
AC 17, Fortitude 17, Reflex 18, Will 16	Perception +3		
Speed 6, climb 6 (spider climb)	Darkvision		
STANDARD ACTIONS			
⚔ Dagger (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 1d4 + 6 damage.			
🌀 Flying Dagger (weapon) ♦ At-Will			
Attack: Ranged 5/10 (one creature); +10 vs. AC			
Hit: 1d4 + 6 damage.			
⚔ Four Blade Strike (weapon) ♦ At-Will			
Effect: The warrior makes the following attack four times.			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 1d4 + 3 damage.			
MOVE ACTIONS			
🕸 Web Line ♦ Encounter			
Requirement: The warrior must be climbing.			
Effect: The warrior flies 5 squares.			
Skills Acrobatics +10			
Str 15 (+4)	Dex 16 (+5)	Wis 13 (+3)	
Con 12 (+3)	Int 8 (+1)	Cha 10 (+2)	
Alignment chaotic evil		Languages Common, Elven	
Equipment 8 daggers			

CHITINE WARRIORS IN COMBAT

A chitine warrior rarely remains on the ground. To a warrior, the walls and ceiling are as accessible as the floor. It scurries along the ceiling before lowering itself using coils of spider silk rope. In areas that are narrow or have low ceilings, a warrior remains on the walls as it fights. At times, two warriors gang up on the strongest invader, shredding that foe with a combination of eight whirling blades.



CHITINE SCOUT

The first group of dwarf prospectors that ventured into chitine territory fled as waves of crossbow bolts rained down on them. The dwarves later discovered that their estimates were wrong: A few dozen chitines guarded the passage, not several hundred.

Chitine Scout Medium natural humanoid (spider)	Level 5 Artillery XP 200
HP 48; Bloodied 24	Initiative +6
AC 17, Fortitude 17, Reflex 17, Will 16	Perception +3
Speed 6, climb 6 (spider climb)	Darkvision
STANDARD ACTIONS	
⚔ Dagger (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d4 + 3 damage.	
⚔ Hand Crossbow (weapon) ♦ At-Will	
Attack: Ranged 10/20 (one creature); +12 vs. AC	
Hit: 1d6 + 4 damage.	
⚔ Furious Volley (weapon) ♦ At-Will	
Effect: The scout uses <i>dagger</i> twice or <i>hand crossbow</i> twice.	
⚔ Poisoned Bolt (poison, weapon) ♦ Encounter	
Attack: Ranged 10/20 (one creature); +10 vs. Fortitude	
Hit: 1d6 + 4 damage, and ongoing 10 poison damage (save ends).	
MOVE ACTIONS	
Web Line ♦ Encounter	
Requirement: The scout must be climbing.	
Effect: The scout flies 5 squares.	
Skills Acrobatics +11	
Str 13 (+3)	Dex 18 (+6) Wis 13 (+3)
Con 12 (+3)	Int 8 (+1) Cha 10 (+2)
Alignment chaotic evil Languages Common, Elven	
Equipment 2 daggers, 2 hand crossbows, 40 bolts	

CHITINE SCOUTS IN COMBAT

A scout keeps to walls, ceilings, and murder holes, peppering foes with crossbow bolts while warriors and marauders engage enemies in melee. It uses webbing to access areas that enemies cannot reach on foot, such as high stalactites or the far side of a fissure. A scout reserves *poisoned bolt* for any ranged attackers.

CHITINE MARAUDER

Any chitine offspring born beyond the first eight in a clutch are cast out of the lair to become marauders. If they are still alive after one year, they are allowed return to the family. Most choose instead to remain with the other castoffs of their kind.

Chitine Marauder Medium natural humanoid (spider)	Level 6 Skirmisher XP 250
HP 72; Bloodied 36	Initiative +9
AC 20, Fortitude 18, Reflex 19, Will 17	Perception +10
Speed 6, climb 6 (spider climb)	Darkvision
TRAITS	
Combat Advantage	
The marauder deals 1d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
⚔ Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d6 + 4 damage.	
⚔ Quick Jabs ♦ At-Will	
Effect: The marauder uses <i>short sword</i> twice. It can shift 2 squares after each attack.	
MOVE ACTIONS	
Web Line ♦ Encounter	
Requirement: The marauder must be climbing.	
Effect: The marauder flies 5 squares.	
Skills Acrobatics +12, Stealth +12	
Str 12 (+4)	Dex 18 (+7) Wis 15 (+5)
Con 16 (+6)	Int 11 (+3) Cha 10 (+3)
Alignment chaotic evil Languages Common, Elven	
Equipment 2 short swords	

CHITINE MARAUDERS IN COMBAT

These savage chitines dwell in burrows along the ceilings of dungeons and Underdark passages. The tunnels are concealed with camouflaged trapdoors of thick webbing (Perception DC 20). When enemies pass beneath, marauders fan out, emerging from the trapdoors to leap among their prey and surround their victims.

The eyes of a marauder glow a baleful red. Veterans of Underdark travel know that by the time you spot its glowing eyes, it is too late to escape.

CHITINE WEB CRAFTER

Chitine web crafters are smiths and builders. They erect structures of webbing that hang from cavern ceilings. Their kind is a dominant power in chitine society, surpassed only by the choldrith priestesses. Even warriors avoid angering web crafters. Chitines that cross the crafters' guild might find that their living chambers soon come crashing to the ground.

Chitine Web Crafter Level 6 Controller

Medium natural humanoid (spider) XP 250

HP 72; Bloodied 36 Initiative +7
 AC 19, Fortitude 17, Reflex 18, Will 16 Perception +10
 Speed 6, climb 6 (spider climb) Darkvision

STANDARD ACTIONS

⚔ Spear (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +11 vs. AC
 Hit: 2d8 + 5 damage, and the target is slowed until the end of the web crafter's next turn.

☹ Poisoned Web Orb (poison) ♦ At-Will

Attack: Ranged 5 (one creature); +11 vs. AC
 Hit: 2d10 + 3 poison damage, and the target is slowed until the end of the web crafter's next turn.

↻ Web Ball ♦ Recharge [2] [2] [!]

Attack: Ranged 5 (one creature); +9 vs. Reflex
 Hit: 2d10 + 5 damage, and the target is restrained (save ends).

Wall of Webs ♦ Encounter

Effect: The web crafter creates an area wall 6 within 10 squares that lasts until the end of the encounter or until the wall is destroyed. The wall can be up to 3 squares high. The wall is blocking terrain, and it can be attacked. Any creature adjacent to the wall that hits it with a melee attack is immobilized (save ends). The wall has the web crafter's defenses, and each square of the wall has 10 hit points. The wall has vulnerable 5 fire.

MOVE ACTIONS

Web Line ♦ Encounter

Requirement: The web crafter must be climbing.
 Effect: The web crafter flies 5 squares.

Skills Acrobatics +12, Stealth +12

Str 15 (+5) Dex 18 (+7) Wis 15 (+5)

Con 16 (+6) Int 13 (+4) Cha 10 (+3)

Alignment chaotic evil Languages Common, Elven

Equipment spear

CHITINE WEB CRAFTERS IN COMBAT

In battle, a web crafter builds walls to trap invaders and force them to fight chitine warriors. It shoots poisonous orbs of webbing at escaping foes. Web crafters sometimes aim their powers at battlefield terrain, working together to collapse a building or bring down a stalactite.

Web crafters are forced into battle at the insistence of choldriths; the priestesses use this conscription to keep a check on the web crafters' influence. Saving or sparing a web crafter's life can earn the guild's favor.

CHOLDRITH

Chitines regard choldriths as aspects of Lolth's will. So great is their devotion to these priestesses that, in one case, when faced with an invading force of troglodytes, the chitines collapsed their entire nest atop the brutes. The troglodytes and most of the chitine colony died, but the choldrith priestesses survived, and that was what mattered to the chitines.

Choldriths are always female, and they resemble driders, except their skin is pale.

Choldrith Level 8 Controller (Leader)

Large natural humanoid (spider) XP 350

HP 90; Bloodied 45 Initiative +6
 AC 22, Fortitude 19, Reflex 21, Will 17 Perception +14
 Speed 6, climb 6 (spider climb) Darkvision

STANDARD ACTIONS

⚔ Claws (poison) ♦ At-Will

Attack: Melee 1 (one creature); +13 vs. AC
 Hit: 2d8 + 7 poison damage, and the target is immobilized until the end of the choldrith's next turn.

☹ Web ♦ At-Will

Attack: Ranged 5 (one creature); +11 vs. Reflex
 Hit: 1d10 + 7 damage, and the target is restrained until the end of the choldrith's next turn.

↻ Shadow Spider Curse (poison) ♦ At-Will

Attack: Ranged 10 (one creature); +11 vs. Will
 Hit: 2d10 + 5 poison damage, and the target grants combat advantage to spiders (save ends).

☹ Choking Vapors (poison, zone) ♦ Encounter

Attack: Area burst 1 within 10 (creatures in burst); +11 vs. Fortitude
 Hit: 2d6 + 4 poison damage, and ongoing 5 poison damage (save ends).

Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 poison damage.

TRIGGERED ACTIONS

Spider Queen's Enforcer ♦ At-Will

Trigger: An ally within 5 squares of the choldrith misses with an attack roll.

Effect (Immediate Interrupt): The triggering ally takes 5 damage and rerolls the attack roll.

For the Spider Queen ♦ Recharge when first bloodied

Trigger: A melee or a ranged attack hits the choldrith.

Effect (Immediate Interrupt): The triggering attack instead hits one of the choldrith's adjacent allies.

Skills Diplomacy +12, Intimidate +12, Religion +12

Str 15 (+6) Dex 15 (+6) Wis 20 (+9)

Con 18 (+8) Int 16 (+7) Cha 17 (+7)

Alignment chaotic evil Languages Common, Elven

Equipment holy symbol of Lolth

CHOLDRITHS IN COMBAT

A choldrith surrounds itself with grunts and other chitines, relying on the press of bodies to shield it from harm. The choldrith and the chitines believe that it is Lolth's will that chitines die to preserve choldriths. A choldrith creates choking poison among invaders and brandishes curses and webs to distract and entangle them. If the battle appears lost, choldriths flee to set up a new colony elsewhere.

CLOAKER

A POPULAR TALE at the Black Dragon Inn recounts the death of Sticky Fingers Malone, a notorious rogue and thief. A veteran spelunker and tomb robber, Sticky Fingers had a reputation for letting his companions do battle while he skulked about scooping up valuables. Of course, eventually Sticky Fingers paid for his selfish behavior.

While delving in the Lost Caverns of Tsojcanth, old Fingers spotted a rich leather cloak hanging from a peg. While his allies fought off fire bats, Sticky Fingers plucked the cloak from the hook and threw it over his shoulders. To his shock, the cloak came alive and enveloped him, killing Sticky Fingers before any allies could help.

LORE

Dungeoneering DC 18: A cloaker prefers isolation to the company of other cloakers. A creature might set aside its distaste of other cloakers long enough to form alliances if its survival depends on doing so. Most cloakers take advantage of other creatures, regardless of whether those creatures are even aware of the relationship. A cloaker might follow behind a band of other monsters, slinking through the shadows while its adopted pack searches for prey. The beast then descends from its shadowy haunts to wrap around isolated targets, using the battle's chaos to mask its presence until it is too late for its victim's allies to interfere.



On rare occasions, cloakers gather in conclaves. Dozens converge on a site and bind together into a massive sphere. Sages believe these conclaves are convened to exchange information about suitable hunting grounds, new dangers, and any regional developments that could affect the beasts. Not long after their clumping, the cloakers break apart to venture back into isolation.

ENCOUNTERS

Cloakers are loners, but they recognize the benefit of working in concert with other creatures. Few of them are interested in long-term arrangements, though.

Older cloakers sometimes take over small bands of humanoids through bullying and threats. Primitive tribes might worship the monster, but most see a cloaker as a powerful tyrant that they must appease. Derros and quaggoths commonly serve older cloakers, and goblins and drow sometimes number among their thralls.

CLOAKER AMBUSER

Writhing shadows and plaintive moans are a cloaker ambusher's hallmarks. To the untrained spelunker, however, these signs are nothing more than the tricks of the light and the queer noises that are common in dark places.

Cloaker Ambusher	Level 12 Lurker	
Large aberrant magical beast	XP 700	
HP 95; Bloodied 47	Initiative +13	
AC 24, Fortitude 24, Reflex 23, Will 20	Perception +13	
Speed 2 (clumsy), fly 8 (hover)	Darkvision	
TRAITS		
☼ Unnerving Moan (fear) ◆ Aura 2		
Nondeafened enemies within the aura take a -2 penalty to attack rolls.		
STANDARD ACTIONS		
⊕ Tail Slap ◆ At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 2d8 + 11 damage.		
⊖ Envelop ◆ At-Will		
Requirement: The ambusher must not have a creature grabbed.		
Attack: Melee 1 (one creature); +15 vs. Reflex		
Hit: The ambusher slides the target 1 square to a square within the ambusher's space, and the target is grabbed. While the target is grabbed by the ambusher, it is blinded, dazed, restrained, and takes ongoing 10 damage. In addition, whenever an attack deals damage to the ambusher while it has the target grabbed, the attack deals half damage to the ambusher and half damage to the target.		
MINOR ACTIONS		
Shadow Shift (illusion) ◆ At-Will		
Effect: The ambusher gains concealment until the start of its next turn. If the ambusher is in an obscured square, it gains total concealment until the start of its next turn.		
Skills Stealth +14		
Str 21 (+11)	Dex 16 (+9)	Wis 15 (+8)
Con 17 (+9)	Int 8 (+5)	Cha 11 (+6)
Alignment unaligned		Languages Deep Speech

CLOAKER AMBUSHERS IN COMBAT

A cloaker ambusher clings to the ceiling, flitting between stalactites beyond the light's reach. It watches its hunting ground through ravenous eyes, though its natural cowardice inhibits aggressive action. The monster lingers out of view, remaining silent until its prey is injured, alone, or beset by other Underdark perils. Then, the beast utters a moan and strikes, fluttering down from the ceiling, extending its bony tail to snap up a victim and draw it into a consuming embrace.

CLOAKER LORD

A cloaker rarely lives to reach old age. Those that do achieve longevity become adept at using their baleful moan as a weapon. The beast modifies the tone and the volume of its moan to psychologically hound its prey. Creatures that are unsuitable as food are enslaved by the cloaker lord, becoming a lure to draw in more delectable quarry.



Cloaker Lord **Level 18 Controller**
Large aberrant magical beast XP 2,000

HP 172; Bloodied 86 Initiative +12
AC 30, Fortitude 30, Reflex 29, Will 27 Perception +16
Speed 2 (clumsy), fly 8 (hover) Darkvision

TRAITS

☠ **Unnerving Moan** (fear) ♦ **Aura 2**, or 5 while the lord is bloodied
Nondeafened enemies within the aura take a -2 penalty to attack rolls.

STANDARD ACTIONS

⊕ **Tail Slap** ♦ **At-Will**
Attack: Melee 2 (one creature); +23 vs. AC
Hit: 2d10 + 15 damage, and the target is grabbed.

⊕ **Envelop** ♦ **At-Will**
Requirement: The lord must not have a creature grabbed.
Attack: Melee 1 (one creature); +21 vs. Reflex
Hit: The lord slides the target 1 square to a square within the lord's space, and the target is grabbed. While the target is grabbed by the lord, it is blinded, dazed, restrained, and takes ongoing 20 damage. In addition, whenever an attack deals damage to the lord while it has the target grabbed, the attack deals half damage to the lord and half damage to the target.

⬅ **Terrifying Moan** (fear, psychic) ♦ **Recharge** ☼ ☼ ☼
Attack: Close burst 2, or 5 while the lord is bloodied (enemies in burst); +21 vs. Will
Hit: 3d8 + 8 psychic damage, and the target moves its speed away from the lord.

⬅ **Hypnotic Moan** (psychic) ♦ **Encounter**
Attack: Close burst 2, or 5 while the lord is bloodied (enemies in burst); +21 vs. Will
Hit: The target is stunned until the end of the lord's next turn.
Miss: The target is dazed until the end of the lord's next turn.

MINOR ACTIONS

⬅ **Shadow Shift** (illusion) ♦ **At-Will**
Effect: The lord gains concealment until the start of its next turn. If the lord is in an obscured square, it gains total concealment until the start of its next turn.

Skills Stealth +17
Str 25 (+16) **Dex** 16 (+12) **Wis** 15 (+11)
Con 20 (+14) **Int** 11 (+9) **Cha** 22 (+15)
Alignment unaligned **Languages** Deep Speech

CLOAKER LORDS IN COMBAT

A cloaker lord is not as cowardly as its lesser kin, but its eagerness to hunt and kill does not make it reckless. A cloaker lord keeps thralls, which engage enemies while their master descends on an isolated foe behind enemy lines. A cloaker lord envelops its prey. While feasting on the creature, the lord modulates its moan to dissuade others from drawing near.

CRAUD

ARMORED WITH THICK CHITIN and equipped with powerful claws, crauds threaten anyone who tampers with the delicate balance of the ocean. A craud stands as high as a halfling, and it flickers with brilliant colors as it scuttles across the sand on an array of needle-sharp legs. Seafarers call crauds the locusts of the sea, because when they attack, they clatter up from the water's edge to kill and devour anything in their path. Those who have survived craud attacks recount how the creatures swarm over the land with eerie coordination.

Crauds are thought by many to be a punishment meted out by Melora to those who squander her gifts. When an area becomes overfished or polluted, an attack by crauds is often imminent.

LORE

Nature DC 12: Superstitious seafarers have a host of myths related to crauds. Some legends suggest that they are a product of divine retribution levied against those who fail to give the goddess Melora due respect. Other tales say that the crauds are the forerunners of an invading army from the ocean floor. More pragmatic observers suggest that crauds are as mindless as any other beast, and they attack surface-dwellers only when fishing vessels deprive them of sufficient food sources.

Whatever the case, crauds are opportunistic predators. They repeatedly raid the same seaside communities. On rare occasions, crauds lurk in the shallows near an abandoned settlement to prey on travelers who venture near the area.

ENCOUNTERS

Occasionally, a cruel and capricious pirate captain captures a craud king. Then, when the pirates are about to face an enemy, the captain torments the king and forces it to provide more of its kind for battle.

Humanoids, particularly those who worship Melora, have discovered a less malicious way to utilize crauds. Dedicated humanoids train young crauds to serve as underwater guardians that protect ships and coastal settlements.

CRAUD IMPALER

As the sleek, armored bodies of craud impalers rise out of the water, gleaming in the moonlight, those who chance to see them might think the sight beautiful and alien. Impalers rarely act alone, though. Once viewers glimpse the creatures' talons and the other crauds rising up behind them, they realize that the impalers are only the vanguard of a craud attack.



Craud Impaler

Medium natural beast (aquatic)

Level 3 Skirmisher

XP 150

HP 51; Bloodied 25

Initiative +7

AC 17, Fortitude 15, Reflex 15, Will 13

Perception +3

Speed 6, swim 6

Darkvision

TRAITS

Aquatic

The impaler can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

⚔ Claw ⚔ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6 + 4 damage.

✂ Scissor Claws ⚔ At-Will

Effect: The impaler uses *claw* twice. If both attacks hit, the impaler recharges *impale* and uses it as a free action.

⚔ Impale ⚔ Encounter

Attack: Melee 2 (one creature); +10 vs. AC

Hit: 1d4 + 4 damage, and ongoing 5 damage (save ends).

TRIGGERED ACTIONS

🏃 Scuttle ⚔ At-Will

Trigger: The impaler misses with an attack.

Effect (Free Action): The impaler shifts 2 squares.

Str 16 (+4)

Dex 19 (+5)

Wis 14 (+3)

Con 19 (+5)

Int 3 (-3)

Cha 9 (+0)

Alignment unaligned

Languages –

CRAUD IMPALERS IN COMBAT

As the first wave of creatures falls upon its enemies, impalers attempt to tie up defenders until more powerful crauds enter the fray. Impalers are not particularly brave, so once an impaler is bloodied, it targets outnumbered or injured opponents. Whenever a wounded impaler misses with an attack, it uses *scuttle* to retreat and give its allies the opportunity to provide assistance.

CRAUD CRUSHER

Craud crushers typically arrive on the battlefield after the craud impalers. They engage the impalers' foes, allowing their allies to move into more strategic positions. Stoutier than the first attackers, crushers have claws nearly as wide as a human's torso. Lashing out with these claws, these beasts can seize enemies or send them flying backward.

Craud Crusher		Level 4 Brute	
Medium natural beast (aquatic)		XP 175	
HP 70; Bloodied 35	Initiative +5		
AC 16, Fortitude 17, Reflex 16, Will 15	Perception +4		
Speed 5, swim 6	Darkvision		
TRAITS			
Aquatic			
The crusher can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.			
Red Tide			
Whenever the crusher reduces a target to 0 hit points or fewer, the crusher gains a +5 bonus to its next damage roll before the end of the encounter.			
STANDARD ACTIONS			
⊕ Claw ◆ At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 1d12 + 2 damage, and the crusher grabs the target. The crusher can grab only one creature at a time.			
Sustain Minor: The crusher sustains the grab, and the grabbed creature takes 1d6 + 3 damage.			
⊕ Hammerclaw ◆ Encounter			
Attack: Melee 2 (one creature); +7 vs. Reflex			
Hit: 2d12 + 10 damage, and the crusher pushes the target 1 square and knocks it prone.			
Str 17 (+5)	Dex 16 (+5)	Wis 14 (+4)	
Con 20 (+7)	Int 3 (-2)	Cha 9 (+1)	
Alignment unaligned		Languages –	

CRAUD CRUSHERS IN COMBAT

A crusher favors sweeping up a foe in its massive claws and cracking bones as it crushes down on the prey. It targets the largest physical threat in a battle and gains a visceral satisfaction out of besting that creature.

Crushers move together in clusters, surrounding opponents in order to annihilate them more quickly. When alone, a crusher moves in behind a wave of impalers to finish off any wounded foes.

CRAUD KING

Once the impalers and the crushers have engaged foes, the craud king strides forth to survey the slaughter. As this beast rises from the surf, its strange appendages flash patterns of light that urge the impalers and the crushers to act at its behest.

Craud King		Level 5 Soldier (Leader)	
Medium natural beast (aquatic)		XP 200	
HP 67; Bloodied 33	Initiative +7		
AC 21, Fortitude 16, Reflex 15, Will 17	Perception +4		
Speed 5, swim 6	Darkvision		
TRAITS			
☼ Blood in the Water ◆ Aura 3			
Allies within the aura gain a +2 bonus to attack rolls against bloodied creatures.			
Aquatic			
The king can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.			
STANDARD ACTIONS			
⊕ Claw ◆ At-Will			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 2d6 + 6 damage, and the king slides the target 1 square to another square adjacent to the king.			
⊕ Claw Flurry ◆ Recharge ☼ ☹			
Effect: The king uses <i>claw</i> against two different creatures. If the king slides a target with this attack, one ally adjacent to the target after the slide can make a melee basic attack against the target as a free action.			
MINOR ACTIONS			
⊕ Angler's Lure (charm) ◆ At-Will (1/round)			
Attack: Close burst 5 (one creature in burst); +10 vs. Will			
Hit: The king pulls the target 3 squares, and the target is marked until the end of the king's next turn.			
TRIGGERED ACTIONS			
For the King ◆ Encounter			
Trigger: The king is first bloodied.			
Effect (No Action): Each ally within 5 squares of the king shifts 4 squares as a free action and must end the shift closer to the king than it was when it began the shift. It then can make a melee basic attack as a free action.			
Str 18 (+6)	Dex 16 (+5)	Wis 14 (+4)	
Con 19 (+6)	Int 3 (-2)	Cha 6 (+0)	
Alignment unaligned		Languages –	

CRAUD KINGS IN COMBAT

The champion of a craud force, a craud king stands near the center of a conflict, urging its cohorts on. A craud king retreats only when opposed by an overwhelming force. Otherwise, it presses forward and focuses its allies' attacks on finishing off injured foes.

DARK ONE

TO DARK ONES, THE BRIGHT LANDS of the world are a verdant field littered with spoils. Venturing forth from the Shadowfell, dark ones come to steal the richest treasures, the greatest secrets, and the most talented artisans and crafters from the mortal realm.

LORE

History DC 17: The origin of the dark ones is shrouded in mystery. Speculators believe the small shadow creatures are the descendants of a band of half-lings that fled into the Shadowfell in ages past. Others say dark ones are a race native to the shadow realm.

Dark ones are infamous for their inability to craft beautiful or useful objects. Their workmanship is always shoddy. Their armor crumples, and their weapons break. Thus, these creatures have become the ultimate thieves. They steal everything, including skilled artisans, whom they force to produce everything from clothing to magic items.

Since they have no stable alliances with creatures of the world, which they call the Blinding Realm, the dark ones target outcasts, such as thieves' guilds, bandits, and other raiders. An adventuring band hired to recover a stolen object might find the thieves slain and the treasure they stole carried off to the dark ones' warrenlike lairs in the Shadowfell.



ENCOUNTERS

When it comes to profit, dark ones are utter mercenaries. Cults of Graz'zt use them as spies and killers, while other dark ones join or even lead temples to Vecna. Members of the race are commonly found in the company of shadar-kai.

Dark ones have an inexplicable hatred of skulks, and the two races invariably come to blows. A town caught in the crossfire of such a shadow war can be reduced to an empty shell, as what began as a simple gang conflict quickly devolves to a war of attrition.

HEX KNIGHT

Dark one society exalts in cheating, underhanded dealings, and treachery and has little use for chivalry. Among dark ones, a hex knight is the closest thing to a noble warrior. When hex knights deal with others not of their kind, however, any notions of honor or nobility do not apply.

Hex Knight	Level 4 Soldier	
Small shadow humanoid, dark one	XP 175	
HP 54; Bloodied 27	Initiative +7	
AC 20, Fortitude 15, Reflex 16, Will 15	Perception +3	
Speed 6	Darkvision	
STANDARD ACTIONS		
⚔ Short Sword (weapon) ♦ At-Will		
Effect: The hex knight makes the following attack twice.		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d6 + 4 damage, and the target is slowed until the end of the hex knight's next turn.		
🏹 Hand Crossbow (weapon) ♦ At-Will		
Attack: Ranged 10/20 (one creature); +9 vs. AC		
Hit: 1d6 + 4 damage.		
⚡ Vicious Flurry (weapon) ♦ Recharge ☞ ☞		
Attack: Melee 1 (one or two creatures); +9 vs. AC		
Hit: 1d6 + 4 damage, and the target is slowed and takes ongoing 5 damage (save ends both).		
MOVE ACTIONS		
👤 Dark Step ♦ At-Will		
Effect: The hex knight moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the hex knight's next turn.		
MINOR ACTIONS		
👤 Shadow Hex ♦ At-Will		
Effect: One creature within 3 squares of the hex knight is marked until the end of the encounter or until the hex knight uses shadow hex again. While the creature is marked by the hex knight, whenever it makes an attack that does not include the hex knight as a target, it grants combat advantage until the end of its next turn.		
TRIGGERED ACTIONS		
👤 Killing Dark		
Trigger: The hex knight drops to 0 hit points.		
Effect (No Action): Each enemy adjacent to the hex knight is blinded until the end of his or her next turn.		
Skills Athletics +9, Stealth +10		
Str 15 (+4)	Dex 16 (+5)	Wis 12 (+3)
Con 14 (+4)	Int 11 (+2)	Cha 11 (+2)
Alignment unaligned Languages Common		
Equipment hide armor, 2 short swords, hand crossbow, 10 bolts		

HEX KNIGHTS IN COMBAT

A hex knight snarls insults as it moves around the battlefield, dancing between enemies that are slowed or overwhelmed. It jeers at its foes, calling out the strongest enemy before dashing away.

SHADOW BOLTER

Steeped in darkness and subterfuge, a shadow bolter attempts to merely injure a foe when something can be gained from not killing it. A shadow bolter's goal is usually to acquire a certain secret, bauble, weapon, or person. Once the object of its desire is attained, a bolter tends to turn on allies and enemies alike.

Shadow Bolter		Level 5 Artillery	
Small shadow humanoid, dark one		XP 200	
HP 50; Bloodied 25	AC 17, Fortitude 16, Reflex 17, Will 16	Initiative +6	Perception +9
Speed 6		Darkvision	
TRAITS			
Combat Advantage (necrotic)			
Whenever the shadow bolter hits a creature granting combat advantage to it, the bolter deals 5 extra necrotic damage, and each of that creature's adjacent allies takes 5 necrotic damage.			
Deadly Precision			
The shadow bolter's ranged attacks have combat advantage against any enemy that the bolter's allies are flanking.			
STANDARD ACTIONS			
⚔ Dagger (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 1d4 + 5 damage.			
⚔ Black Bolt (weapon) ♦ At-Will			
Attack: Ranged 15/30 (one creature); +10 vs. Fortitude			
Hit: 1d8 + 5 damage, and the target takes 5 damage each time it provokes an opportunity attack (save ends).			
MOVE ACTIONS			
⚡ Dark Step ♦ At-Will			
Effect: The bolter moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the bolter's next turn.			
TRIGGERED ACTIONS			
Killing Dark			
Trigger: The bolter drops to 0 hit points.			
Effect (No Action): Each enemy adjacent to the bolter is blinded until the end of his or her next turn.			
Skills Stealth +11			
Str 11 (+2)	Dex 18 (+6)	Wis 15 (+4)	
Con 14 (+4)	Int 11 (+2)	Cha 11 (+2)	
Alignment unaligned Languages Common			
Equipment dagger, crossbow, 20 bolts, silk rope (50 ft.), grappling hook			

SHADOW BOLTERS IN COMBAT

A shadow bolter hunkers in a high, inaccessible place with the aid of ropes and grappling hooks. From there, it rains bolts on its enemies. Trained in its craft for years, a shadow bolter has patience and deadly precision.

SHADOW SPEAKER

A shadow speaker totes small, clay jugs filled with Shadowfell soil to serve as the focus for its dark powers. A shadow speaker acts like a chaperone for a group of dark ones that have invaded the world. When a raid is finished, the speaker gathers its people and their loot, then guides them back to the Shadowfell.

Shadow Speaker		Level 6 Controller	
Small shadow humanoid, dark one		XP 250	
HP 70; Bloodied 35	AC 20, Fortitude 16, Reflex 18, Will 18	Initiative +7	Perception +7
Speed 6		Darkvision	
STANDARD ACTIONS			
⚔ Short Sword (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 2d6 + 7 damage.			
⚔ Shadow Curse (implement, necrotic) ♦ At-Will			
Attack: Ranged 5 (one creature); +9 vs. Reflex			
Hit: 2d6 + 7 necrotic damage, and the target grants combat advantage and takes 5 damage each time it provokes an opportunity attack (save ends both).			
⚔ Choking Shadow (implement, necrotic) ♦ Recharge ☞ ☞			
Attack: Ranged 5 (one creature); +9 vs. Will			
Hit: 3d6 + 11 necrotic damage, and the target is immobilized until the end of the speaker's next turn.			
MOVE ACTIONS			
⚡ Dark Step ♦ At-Will			
Effect: The speaker moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the shadow speaker's next turn.			
TRIGGERED ACTIONS			
Killing Dark			
Trigger: The speaker drops to 0 hit points.			
Effect (No Action): Each enemy adjacent to the speaker is blinded until the end of his or her next turn.			
Skills Arcana +10, Religion +10			
Str 11 (+3)	Dex 18 (+7)	Wis 18 (+7)	
Con 14 (+5)	Int 15 (+5)	Cha 13 (+4)	
Alignment unaligned Languages Common			
Equipment short sword, wand, 3 jars of Shadowfell soil			

SHADOW SPEAKERS IN COMBAT

A shadow speaker keeps to the edge of a battle, loosing spells to confuse enemies and allow other dark ones to bombard them. While avoiding hand-to-hand combat, the spellcaster focuses its attacks on enemies that appear to be gaining the upper hand over a dark one. During a fight, it searches for a position that provides cover and an escape route. A shadow speaker never intentionally attracts attention.

DEMON, BABAU

EVIL WEARS MANY MASKS, from seething carnage demons that hoot and caper through the Abyss to bloodthirsty fiends driven to slaughter. The Abyss is inexhaustible in its wickedness. Not all demons are so obvious or bold in their tactics, though. A few work evil in subtler ways, plucking foes from battlefields to later torture at the demon's leisure. Such fiends are rare, and the most notorious of them are babaus.

LORE

Arcana DC 23: Even in the tempestuous Abyss, subtlety and discretion have their place. Babaus aren't the toughest demons, but their superior cunning and devious stratagems are assets that nearly every demon lord values. Babaus serve as assassins, saboteurs, and spies. They infiltrate enemy lands to eliminate targets or to gather information crucial to their masters' plans.

Babaus' unusual cunning is linked to their origin: When Graz'zt's invasion into the Abyss was stalled, the archdevil surrendered to the plane's corruption. Glasya, Asmodeus's daughter, descended to the Plain of Yawning Pits to punish Graz'zt and complete his mission. When Glasya and Graz'zt met, their armies clashed in yet another battle of the Blood War.

Glasya plunged her sword through the new demon prince, but it didn't kill him. Where Graz'zt's blood

splattered on the ground, babaus arose, each filled with the subtlety of a devil and the bloodlust of a demon. Their sudden appearance helped rout Glasya and secured Graz'zt's place as one of the preeminent demon lords of the Abyss.

ENCOUNTERS

Babaus dwell throughout the Abyss, and the majority are loyal to Graz'zt. They attach to larger demonic forces, working alongside vrocks and mezzodemons. Their unique talents make them attractive servants, even if they aren't fully trusted.



Babau	Level 13 Skirmisher	
Medium elemental humanoid (demon)	XP 800	
HP 127; Bloodied 63	Initiative +13	
AC 26, Fortitude 23, Reflex 25, Will 24	Perception +10	
Speed 7	Darkvision	
Resist 5 acid		
TRAITS		
☞ Protective Sillme (acid) ◆ Aura 1		
Any enemy within the aura that hits the babau with a melee attack takes 5 acid damage.		
STANDARD ACTIONS		
☞ Bite (acid) ◆ At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d6 + 3 damage. The target also takes ongoing 5 acid damage, or ongoing 10 acid damage while the babau is bloodied (save ends).		
☞ Claws ◆ At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d6 + 3 damage, and the babau shifts 1 square.		
◆ Babau's Advantage ◆ At-Will		
Effect: The babau uses <i>bite</i> and <i>claws</i> against a creature granting combat advantage to it.		
MINOR ACTIONS		
◆ Murderous Abduction (teleportation) ◆ Recharge when the babau reduces an enemy to 0 hit points or fewer		
Effect: The babau teleports one creature adjacent to it 7 squares and then teleports to a square adjacent to that creature. The creature grants combat advantage to the babau until the end of the babau's next turn.		
TRIGGERED ACTIONS		
◆ Variable Resistance ◆ 2/Encounter		
Trigger: The babau takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The babau gains resist 20 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.		
Skills Athletics +14		
Str 17 (+9)	Dex 21 (+11)	Wis 19 (+10)
Con 15 (+8)	Int 12 (+7)	Cha 14 (+8)
Alignment chaotic evil		Languages Abyssal

BABAUS IN COMBAT

A babau prowls through rubble and bones in war-torn landscapes. The fiend is cautious and tempers its brimming aggression with cunning and subterfuge. A babau strikes only when it's advantageous to do so. The demon moves quickly and without warning, snatching its prey and teleporting across the field.

DEMON, MAW

SOME DEMONS ARE CUNNING; others are strong. A maw demon is neither. Its simple brain understands two concepts: hunger and food. Its body consists of little more than a bulbous belly, a massive mouth, and stumpy legs that carry it from meal to meal.

LORE

Arcana DC 19: Maw demons are rather dim. They prefer to feast on food over engaging enemies in combat. Hunger, not anger or bloodlust, drives them into combat. It's said that a piece of meat might distract a maw demon long enough for opponents to retreat. However, these creatures prefer the flesh of a living creature.

ENCOUNTERS

Maw demons lack the capacity to form true alliances with other creatures. They usually serve other demons or mortal spellcasters.



Maw Demon		Level 2 Brute
Medium elemental humanoid (demon)		XP 125
HP 42; Bloodied 21	Initiative +1	
AC 14, Fortitude 14, Reflex 13, Will 12	Perception +2	
Speed 6	Darkvision	
TRAITS		
☼ Snapping Jaws ◆ Aura 1		
Enemies within the aura grant combat advantage.		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +5 vs. AC		
Hit: 1d12 + 5 damage.		
MOVE ACTIONS		
Ravenous Advance ◆ At-Will		
Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy.		
TRIGGERED ACTIONS		
Variable Resistance ◆ Encounter		
Trigger: The demon takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The demon gains resist 10 to the triggering damage type until the end of the encounter.		
Str 17 (+4)	Dex 11 (+1)	Wis 13 (+2)
Con 12 (+2)	Int 5 (-2)	Cha 6 (-1)
Alignment chaotic evil Languages understands Abyssal		

MAW DEMONS IN COMBAT

A maw demon's tactics are as simple as its appearance suggests. It rushes to the nearest bleeding, moving creature, chomps at its flesh until it stops moving, and then rushes to the next nearest bleeding creature.

A greater maw demon might be larger and tougher than its smaller cousin, but it is no more clever.

Greater Maw Demon		Level 16 Brute
Medium elemental humanoid (demon)		XP 1,400
HP 187; Bloodied 93	Initiative +8	
AC 28, Fortitude 28, Reflex 27, Will 26	Perception +9	
Speed 6	Darkvision	
TRAITS		
☼ Snapping Jaws ◆ Aura 1		
Enemies within the aura grant combat advantage.		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d12 + 11 damage.		
⚡ Howling Hunger (thunder) ◆ Encounter		
Requirement: The demon must be bloodied.		
Attack: Close burst 3 (enemies in burst); +18 vs. Will		
Hit: 3d10 + 8 thunder damage, and the target falls prone.		
MOVE ACTIONS		
Ravenous Advance ◆ At-Will		
Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy.		
TRIGGERED ACTIONS		
Variable Resistance ◆ 2/Encounter		
Trigger: The demon takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The demon gains resist 20 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Str 22 (+14)	Dex 11 (+8)	Wis 13 (+9)
Con 17 (+11)	Int 5 (+5)	Cha 6 (+6)
Alignment chaotic evil Languages understands Abyssal		

DEMON, MOLYDEUS

THARIZDUN CREATED THE ABYSS when he lodged a shard of pure evil within the Elemental Chaos. He charged seven angels to safeguard his treasure, but the angels proved unable to resist the foulness and corruption of the shard. Proximity to the item twisted the guardians, changing them into the two-headed, demonic abomination known as the molydeus.

LORE

Arcana DC 33: History tells little of the seven angels that protected the evil shard, except to say that they were unwilling guardians. Their natural obedience guaranteed they would protect his treasure, while their doubts about their master left them tortured and frustrated. When evil caressed their angelic forms, it seized on this division and wrenched their forms apart. The wolf was a manifestation of the angels' aggression and ferocity, and the snake represented the angels' uncertain loyalty. The axe a molydeus wields is a relic of the demon's former existence, for it contains the bright, unspoiled light of creation.

ENCOUNTERS

A molydeus is encountered alone or with a small retinue of lesser demons. A molydeus prefers to work with mariliths but might take up with balors and klurichirs. A demon lord sometimes uses a molydeus as an enforcer or a guardian, but such arrangements do not last long and usually end in violence.

MOLYDEUS DEMONS IN COMBAT

The wolf and snake heads of a molydeus work in concert, taking turns snapping at nearby opponents. The wolf head jerks an enemy into position, and the serpent head injects the foe with a debilitating toxin.



AIRNIE SWEREL

Molydeus	Level 29 Elite Soldier	
Large elemental humanoid (demon)	XP 30,000	
HP 544; Bloodied 272	Initiative +22	
AC 45, Fortitude 44, Reflex 39, Will 43	Perception +26	
Speed 8	Blindsight 5	
Immune fear		
Saving Throws +2; Action Points 1		
TRAITS		
☼ Demonic Weight ◆ Aura 2		
Any enemy that starts its turn within the aura is slowed and cannot teleport until the start of its next turn.		
All-Around Vision		
Enemies can't gain combat advantage by flanking the molydeus.		
Double Actions		
The molydeus rolls initiative twice and takes its turn on both results. It regains the use of its immediate action at the start of each turn.		
Dual Brain		
At the end of each of its turns, the molydeus automatically saves against dazing or stunning effects that a save can end, and against any charm effect that a save can end.		
STANDARD ACTIONS		
⊕ Battleaxe (weapon) ◆ At-Will		
Attack: Melee 2 (one creature); +34 vs. AC		
Hit: 4d10 + 15 damage, and the target is marked until the end of its next turn.		
⊕ Wolf Bite ◆ At-Will		
Attack: Melee 2 (one creature); +34 vs. AC		
Hit: 4d8 + 19 damage, and the molydeus slides the target 6 squares to a square adjacent to the molydeus.		
⊕ Snake Bite (poison) ◆ At-Will		
Attack: Melee 3 (one creature); +34 vs. AC		
Hit: 1d6 + 10 damage, and the target grants combat advantage and takes ongoing 20 poison damage (save ends both).		
◀ Dread Word (fear) ◆ Encounter		
Attack: Close burst 5 (enemies in burst); +32 vs. Will		
Hit: The target is dazed (save ends).		
Miss: The target is slowed and takes a -2 penalty to attack rolls (save ends both).		
TRIGGERED ACTIONS		
Variable Resistance ◆ 3/Encounter		
Trigger: The molydeus takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The molydeus gains resist 30 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Skills Bluff +28, History +24, Insight +26, Intimidate +28		
Str 30 (+24)	Dex 22 (+20)	Wis 24 (+21)
Con 32 (+25)	Int 21 (+19)	Cha 28 (+23)
Alignment chaotic evil		Languages Abyssal
Equipment battleaxe		

Molydeus demons are bound to their battleaxes. If a molydeus is slain, its weapon dissolves into a putrid slime. If a molydeus lose its axe while in combat, the demon goes mad with rage until it regains its weapon or can forge a new one.

DEMON, NALFESHNEE

NALFESHNEES HAIL FROM the Woeful Escarand, the Abyss's four hundredth layer. There, the greatest and eldest of them rule as the Lords of Woe. Having exhausted their kingdom of its resources, nalfeshnees turn hungry eyes toward other layers. They bargain with demon lords, offering guard services in exchange for slaves, materials, treasure, and the choicest victuals harvested from across the planes.

LORE

Arcana DC 28: Nalfeshnees are the corpulent scions of Tantaragas, a demon lord killed during Tharizdun's uprising against the gods. Before Tantaragas died in single battle against Kord, the demon lord sired thousands of demons that embodied his hunger and his sloth.

The Waddling Legions, as they came to be known, were crestfallen over their father's demise. They brought his corpse back to the Woeful Escarand and showed honor to him by feasting upon the body. After devouring the rubbery flesh, the demons evolved from simple-minded servants into cunning and wicked fiends, each with a fragment of their maker's consciousness.

Tantaragas's memories soon turned the demons against each other, and a great war consumed the nalfeshnees. It ended when six powerful nalfeshnees arose as the Lords of Woe. They carved the layer into domains. Within each realm, lesser nalfeshnees created fiefs, swearing service to their lords in exchange for the freedom to rule as they saw fit. In the end, the Woeful Escarand became a tapestry of petty realms filled with treacherous, bickering "nobles."

Not all nalfeshnees were willing to submit to the Lords of Woe; a few left the Woeful Escarand and found new homes elsewhere in the Abyss. These demons became seneschals, courtiers, and advisors to the likes of Baphomet, Yeenoghu, and Graz'zt. A few established petty kingdoms on unclaimed layers, holding court over whatever demons they could lure into their service.

ENCOUNTERS

Nalfeshnees divide creatures into three groups:

The first, and their favorite, is "fit to eat." This group includes animals, most humanoids (particularly halflings), and lesser demons. A nalfeshnee won't bother negotiating with any creature it wants to eat. Sometimes a nalfeshnee takes humanoids prisoner, adding them to its pantry for later consumption. Nalfeshnees prefer the taste of terrified creatures.

The next group is "fit to use." This group contains creatures nalfeshnees can't stomach, including

insects, spiders, gnomes, immortals, certain other demons, powerful humanoids, and elemental creatures.

The last group is "fit to serve." This distinction is reserved for creatures far more powerful than nalfeshnees. It includes demon lords, primordials, balors, and powerful elementals such as efreet. When a nalfeshnee is serving another creature, its gloating, malicious nature melts away, revealing a whining wretch that bows and wheedles at every opportunity.

NALFESHNEE SWINE GUARD

Nalfeshnees became a force in the Abyss during the Great Settling, a time when the demons evolved after consuming their slain leader, Tantaragas. Most nalfeshnees become swine guards, which are renowned throughout the Abyss. Brutish and savage, a swine guard swears service to a particular lord and fights on its master's behalf. A swine guard might take up life as a palace guard or foot soldier, but most form into mercenarylike companies that are exchanged among demon lords throughout the Abyss. Praised for their resilience and obedience, swine guards are highly coveted.

Nalfeshnee Swine Guard		Level 20 Brute
Huge elemental humanoid (demon)		XP 2,800
HP 237; Bloodied 118		Initiative +11
AC 32, Fortitude 34, Reflex 32, Will 32		Perception +16
Speed 6, fly 4 (clumsy)		Darkvision
Resist 10 poison		
STANDARD ACTIONS		
⬇ Halberd (weapon) ⬆ At-Will		
Attack: Melee 3 (one creature); +25 vs. AC		
Hit: 3d12 + 16 damage, and the swine guard pushes the target 2 squares.		
⬇ Noisome Bite (poison) ⬆ At-Will		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 3d8 + 12 damage, and ongoing 10 poison damage (save ends).		
TRIGGERED ACTIONS		
Variable Resistance ⬆ 2/Encounter		
Trigger: The swine guard takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The swine guard gains resist 20 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
⬅ Shattered Minds (psychic) ⬆ Encounter		
Trigger: The swine guard is first bloodied.		
Attack (Free Action): Close burst 3 (enemies in burst); +23 vs. Will		
Hit: 2d8 + 6 psychic damage, and the target is dazed (save ends).		
First Failed Saving Throw: The swine guard slides the target 3 squares. The target is stunned instead of dazed (save ends).		
Skills Intimidate +20		
Str 26 (+18)	Dex 12 (+11)	Wis 22 (+16)
Con 27 (+18)	Int 13 (+11)	Cha 20 (+15)
Alignment chaotic evil Languages Abyssal		
Equipment plate armor, halberd		



NALFESHNEE TYRANT

The greatest nalfeshnees are adept at ritual magic, and they possess great libraries filled with ancient, arcane tomes. A nalfeshnee tyrant might part with a ritual in exchange for a gift of greater worth than the scroll. A tyrant is a glutton, so if properly plied—say, with a brace of plump halflings—the fiend might be amenable to an alliance or some other favor.

Nalfeshnee Tyrant		Level 23 Controller
Huge elemental humanoid (demon)		XP 5,100
HP 215; Bloodied 107		Initiative +12
AC 37, Fortitude 35, Reflex 34, Will 36		Perception +22
Speed 6, fly 4 (clumsy)		Darkvision
STANDARD ACTIONS		
⚔ Claws ♦ At-Will		
Attack: Melee 3 (one creature); +28 vs. AC		
Hit: 4d6 + 17 damage, and the tyrant slides the target 2 squares.		
⚡ Black Lightning (necrotic) ♦ At-Will		
Attack: Ranged 10 (one creature); +26 vs. Reflex		
Hit: 2d6 + 9 necrotic damage, and until the end of the tyrant's next turn, the target is slowed and gains vulnerable 15 psychic.		
✖ Unholy Whispers (psychic) ♦ Recharge ☼ ☼ ☼		
Attack: Area burst 2 within 10 (enemies in burst); +26 vs. Will		
Hit: 3d6 + 14 psychic damage, and the target is dazed (save ends).		
Miss: Half damage.		
MINOR ACTIONS		
☞ Vile Glare ♦ Recharge ☼ ☼		
Attack: Ranged 5 (one creature); +26 vs. Will		
Hit: The only attacks the target can make are basic attacks (save ends).		
Each Failed Saving Throw: Vile glare recharges.		
TRIGGERED ACTIONS		
Variable Resistance ♦ 3/Encounter		
Trigger: The tyrant takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The tyrant gains resist 20 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Skills Arcana +23, Bluff +24, Insight +22, Intimidate +24		
Str 25 (+18)	Dex 13 (+12)	Wis 23 (+17)
Con 23 (+17)	Int 23 (+17)	Cha 27 (+19)
Alignment chaotic evil Languages Abyssal, Common		

NALFESHNEE SWINE GUARDS IN COMBAT

Although less powerful than other nalfeshnees, a swine guard is no less cruel. Waddling forward, it prods foes with its halberd, herding them toward allies. Any creature coming too close to the demon must contend with its dripping, poisonous saliva.

A swine guard lacks training in the arcane arts, but its latent talent manifests when the demon is seriously injured, bringing forth a burst of psychic energy that fragments an opponent's thoughts and memories.

NALFESHNEE TYRANTS IN COMBAT

Bloated on rotted meat, a tyrant prefers not to lift its ponderous bulk to fight its foes directly. Instead, it commands its servants to attack while it reclines on a bed of flesh and slime, hurling crackling lightning. If an intruder dares to attack a tyrant, the demon savages the interloper's body and mind with dread power, relenting only when its foe's corpse falls to the ground.

DEMON, QUASIT

ALTHOUGH THE ABYSS focuses on annihilating creation, certain demons drift into the natural world to wreak havoc in subtler ways. Quasits target those who dabble in the occult, luring them to evil through the powers that lurk in forbidden texts, dark rituals, and cursed items. These tiny demons crave the destruction and chaos that spellcasters can unleash.

LORE

Arcana DC 19: Abyssal lords create quasits to bring evil and chaos to the world. Consummate spies, they sneak about searching for spellcasters who display weak will and little self-control. A quasit bargains with a mortal spellcaster and works to persuade the mortal into accepting it as a familiar. The quasit then goads the mortal into committing increasingly destructive and heinous acts until the mortal eventually destroys himself or herself. If a mortal dies while in possession of a quasit familiar, the quasit attempts to ferry the mortal's soul to the Abyss, so it can offer the soul as a gift to its patron demon lord.



Quasit	Level 7 Controller	
Tiny elemental humanoid (demon)	XP 300	
HP 75; Bloodied 37	Initiative +8	
AC 23, Fortitude 16, Reflex 21, Will 19	Perception +10	
Speed 8	Darkvision	
TRAITS		
☞ Tempter's Influence ◆ Aura 2 Enemies within the aura take a -2 penalty to saving throws.		
STANDARD ACTIONS		
☞ Bite (poison) ◆ At-Will Attack: Melee 0 (one creature); +12 vs. AC Hit: 2d6 + 5 damage, and the target grants combat advantage (save ends).		
MINOR ACTIONS		
⬅ Evil Temptation ◆ At-Will (1/round) Attack: Close burst 3 (one creature in burst); +10 vs. Will Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.		
Invisibility (illusion) ◆ At-Will (1/round) Effect: The quasit becomes invisible until it makes an attack roll.		
TRIGGERED ACTIONS		
Variable Resistance ◆ Encounter Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage. Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.		
Skills Arcana +8, Bluff +11, Stealth +13		
Str 8 (+2)	Dex 21 (+8)	Wis 14 (+5)
Con 11 (+3)	Int 10 (+3)	Cha 16 (+6)
Alignment chaotic evil		Languages Abyssal, Common

ENCOUNTERS

When among other demons, quasits remain invisible, skulking about while their larger kin shoulder the work. Carnage demons and neldrazus are common allies. However, quasits have greater success finding allies in the natural world. They sometimes act as advisors to evil humanoids, such as orcs, gnolls, and hobgoblins, but they prefer to work with destructive spellcasters, especially arcanians.

QUASITS IN COMBAT

A quasit fights indirectly. The demon manipulates an enemy into serving its interests, tempting the foe with great power in exchange for a nebulous benefit. Once a mortal spellcaster accepts a quasit, that individual begins taking actions that are morally questionable. The quasit, meanwhile, remains invisible, coaxing the mortal on.

DEMON, ULTRODEMON

ULTRODEMONS LEAD MEZZODEMON and nycademon armies through the Abyss. Infamous for their endless plotting, ultrodemons have little loyalty to their patrons and even less to each other. They wage brutal wars of intrigue and betrayal, growing in wealth and power as they move toward their own ends.

LORE

Arcana DC 29: Ultrodemons are unusual because they, like mezzodemons, covet gold. Ultrodemons enjoy reckless destruction as much as the next demon, but they will pursue material possessions rather than engage in carnage. Ultrodemons are clever manipulators and plotters. They create intricate plans to achieve riches and assert their position within the Abyss.

ENCOUNTERS

Ultrodemons are every bit as greedy and rapacious as their mezzodemon warriors. They broker lopsided deals with other factions and sell their services in exchange for exorbitant sums, magic items, and dire favors. Ultrodemons are found among all kinds of demons and powerful humanoids, but they are rarely loyal to those creatures. An ultro demon's arrangement is never binding. It turns against its employer when a deal ceases to be profitable.



Ultro demon Schemer Level 22 Controller (Leader)

Medium elemental humanoid (demon) XP 4,150

HP 205; Bloodied 102 Initiative +15

AC 36, Fortitude 32, Reflex 34, Will 34 Perception +21

Speed 7, phasing Blindsight 5

STANDARD ACTIONS

⚔ Longsword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +27 vs. AC

Hit: 3d8 + 10 damage, and the target is dazed until the end of the schemer's next turn.

☄ Fiery Rays (fire) ♦ At-Will

Attack: Ranged 10 (one or two creatures); +25 vs. Reflex

Hit: 3d6 + 7 fire damage.

♣ Demonic Authority ♦ Recharge when first bloodied

Effect: Each ally adjacent to the schemer makes a melee basic attack with combat advantage as a free action.

MINOR ACTIONS

☞ Hypnotic Gaze (charm) ♦ Recharge ☹☹☹☹

Attack: Ranged 5 (one creature); +25 vs. Will

Hit: The target is immobilized (save ends).

Effect: The target cannot attack the schemer until the end of the target's next turn.

☞ Treacherous Gaze (charm) ♦ Recharge ☹☹

Attack: Ranged 5 (one creature); +25 vs. Will

Hit: The target is dominated until the end of the schemer's next turn.

TRIGGERED ACTIONS

♣ Variable Resistance ♦ Encounter

Trigger: The schemer takes acid, cold, fire, lightning, or thunder damage.

Effect (Free Action): The schemer gains resist 20 to the triggering damage type until the end of the encounter.

♣ Self-Preservation (illusion, teleportation) ♦ Encounter

Trigger: An enemy bloodies the schemer.

Effect (Immediate Reaction): The schemer teleports, swapping places with an ally it can see within 10 squares. The schemer becomes invisible until the end of its next turn, and the ally can make a melee basic attack as a free action against the enemy that bloodied the schemer if it is within the ally's reach.

Skills Arcana +22, Bluff +23, Intimidate +23, Stealth +20

Str 13 (+12) Dex 18 (+15) Wis 20 (+16)

Con 21 (+16) Int 23 (+17) Cha 25 (+18)

Alignment chaotic evil Languages Abyssal

Equipment longsword

ULTRODEMON SCHEMERS

IN COMBAT

A schemer is a mastermind, working to twist events to its benefit. The demon orchestrates the battle while allies form a guard around the creature. A schemer lashes out at its enemies' minds while driving allies to attack quickly and brutally. When an enemy presses it, a schemer strikes out with *longsword* and then walks safely away while the attacker is reeling.

A schemer avoids battle unless it cannot escape or unless the battle is necessary to achieve its long-range goals. If a fight sours, a schemer abandons the scene, bringing only its favorite allies with it. The demon orders its expendable troops to delay enemies until it has safely retreated.

DERRO

DERROS ARE WARPED DESCENDANTS of a mad, power-hungry civilization that nearly ripped apart the planes when the world was still young. Craving primordial power but unwilling to bend their knees to any master, the derros created portals to the Far Realm in hopes of harnessing its power. The madness and horror they unleashed caused the World Serpent to drag their lands beneath the surface to halt their machinations.

When a band of drow first encountered the survivors of the derros' civilization, only one of the dark elves escaped. When she returned to her people, her severed limbs and lunatic ravings convinced the drow that the derros must be destroyed.

Centuries spent languishing in their ruined cities have not dissuaded the derros from their deviant activities. They regularly raid neighboring civilizations and make forays to the surface world. Derro raiders snatch up slaves to spawn aberrant horrors. Their world is one of suffering and desire, of unchecked paranoia and brutal treachery. Even the decadent drow cannot tolerate the derros and have sworn eternal war against them.

LORE

Dungeoneering DC 23: Derros linger in their civilization's ruins and crawl about the rubble like

vermin on a bloated carcass. Derros exist only in small numbers, supplementing their population with slaves. Quaggoth, drow, humans, and goblins can be found toiling in fields or gracing feast tables. Derros exult in their power and kill their thralls in reaction to the slightest offense.

Derro savants are powerful mystics attuned to the Far Realm, and they rule derro settlements. They rarely guide or supervise, however, preferring to advance their understanding of aberrant power. Therefore, the strongest derros govern in the savants' stead and enforce their whims with cold steel and savage brutality. Derros work in bands to police and abuse their slaves and to raid nearby humanoid settlements, including communities of other derros.

ENCOUNTERS

Derros have no allies among Underdark civilizations; they are regarded as enemies by all other races that make their home in the dark. Humanoids that fight alongside derros serve under pain of death. Slaves taken by derros to serve as soldiers include surface folk and Underdark dwellers alike. However, such conscripts are sometimes unreliable and attack nearby derros if doing so might lead to an escape.

Derros do enter alliances with some non-humanoids and aberrants. They work with grells, mind flayers, and beholders, and they readily serve aboleths, which they see as the ultimate expression of the Far Realm's power.



DERRO FANATICS IN COMBAT

Screaming and frothing, a fanatic leaps into battle, savaging its enemies with *battleaxe*. A derro fanatic fights without fear, heedless of its injuries. Even when at death's door, it never walks away from a slaughter.

DERRO HARVESTER

Toil is beneath derros, especially when humanoids can be forced to work in their stead. Slaves are vital to derro society. Derro harvesters gather chattel to work the fungus fields and to serve as subjects for experiments. Harvesters slink into the tunnels beyond their cities' ruins to waylay travelers and ambush merchant trains.

Derro Harvester	Level 15 Lurker	
Small natural humanoid XP 1,200		
HP 116; Bloodied 58	Initiative +17	
AC 30, Fortitude 27, Reflex 28, Will 26	Perception +10	
Speed 6	Darkvision	
TRAITS		
Combat Advantage		
The harvester deals 2d6 extra damage against any creature granting combat advantage to it.		
STANDARD ACTIONS		
⚔ War Pick (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 3d8 + 10 damage.		
⚔ Harvest (weapon) ♦ At-Will		
Requirement: The harvester must have started its turn hidden from the target.		
Attack: Melee 1 (one creature); +18 vs. Fortitude		
Hit: The target falls unconscious (save ends).		
🏃 Flee to the Shadows ♦ At-Will		
Effect: The harvester moves its speed. If it has concealment at the end of its move, it can attempt a Stealth check to become hidden.		
🔗 Life in Chains ♦ Encounter		
Requirement: The harvester must be holding shackles.		
Effect: The harvester shackles one Medium or smaller helpless creature that is adjacent to it until the creature succeeds at using the escape action against the harvester. While shackled, the creature is restrained. In addition, it falls prone whenever it is hit by a melee attack.		
FREE ACTIONS		
🔗 Strength of Madness ♦ Encounter		
Requirement: The harvester can use <i>strength of madness</i> only during its turn.		
Effect: Roll a d6 and add the result as a power bonus to the harvester's attack rolls until the end of its next turn. In addition, the harvester grants combat advantage until the end of its next turn.		
Skills Stealth +18		
Str 10 (+7)	Dex 22 (+13)	Wis 6 (+5)
Con 20 (+12)	Int 11 (+7)	Cha 17 (+10)
Alignment chaotic evil Languages Common, Deep Speech		
Equipment leather armor, war pick, 1 set of shackles		

DERRO HARVESTERS IN COMBAT

While its cohorts slaughter enemy guards, a harvester enlists suitable thralls, knocking them unconscious and binding them in shackles. If a shackled creature escapes its bindings, the harvester and its slaves focus on beating that enemy into submission.

DERRO IRONGUARD

Paranoia prompts derros to use elite ironguard warriors to protect their crumbling homes. A derro ironguard's extensive training with the hooked spear allows it to dispatch enemies and take down the rare slave that tries to flee. An ironguard undergoes special indoctrination to harden its mind and resist errant thoughts, making it more disciplined than other derros.

Derro Ironguard	Level 15 Soldier	
Small natural humanoid XP 1,200		
HP 150; Bloodied 75	Initiative +9	
AC 31, Fortitude 27, Reflex 24, Will 27	Perception +5	
Speed 5	Darkvision	
STANDARD ACTIONS		
⚔ Spear (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 3d8 + 10 damage, or 3d8 + 15 against prone targets.		
⚔ Hooking Jab (weapon) ♦ At-Will		
Requirement: The ironguard must not have a creature grabbed.		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 2d8 + 5 damage, or 2d8 + 10 against prone targets, and the target is grabbed.		
MINOR ACTIONS		
⚔ Unbalancing Thrust (weapon) ♦ At-Will (1/round)		
Requirement: The ironguard must be wielding a spear.		
Attack: Melee 1 (one creature grabbed by the ironguard); +20 vs. Fortitude		
Hit: The target falls prone.		
FREE ACTIONS		
🔗 Strength of Madness ♦ Encounter		
Requirement: The ironguard can use <i>strength of madness</i> only during its turn.		
Effect: Roll a d6 and add the result as a power bonus to the ironguard's attack rolls until the end of its next turn. In addition, the ironguard grants combat advantage until the end of its next turn.		
Skills Intimidate +17, Thievery +12		
Str 17 (+10)	Dex 10 (+7)	Wis 6 (+5)
Con 22 (+13)	Int 15 (+9)	Cha 20 (+12)
Alignment chaotic evil Languages Common, Deep Speech		
Equipment scale armor, spear		

DERRO IRONGUARDS IN COMBAT

Although an ironguard is every bit as unbalanced as other derros, it channels its unstable mind toward cowering enemies. An ironguard mocks its foes, issuing insults with every strike. After knocking a foe to the ground, an iron guard laughs and repeatedly drives a spear into the victim's flesh until the creature stops moving.

DERRO SAVANT

The derro empire fell long ago, but derro savants keep alive ancient traditions and lore, twisting history to discourage subversive plotting. Deep inside ruins, incomprehensible horrors guard the savants that gather to work dire magic. They struggle to gain power by reopening portals to the Far Realm.

Derro Savant	Level 16 Controller
Small natural humanoid	XP 1,400
HP 154; Bloodied 77	Initiative +10
AC 30, Fortitude 27, Reflex 28, Will 29	Perception +6
Speed 5, teleport 3	Darkvision
STANDARD ACTIONS	
⚔ Scourge (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage, and the target takes a -2 penalty to attack rolls until the end of the savant's next turn.	
⚙ Mind Scourge (implement, psychic) ♦ At-Will	
Attack: Ranged 5 (one creature); +19 vs. Will	
Hit: 3d6 + 8 psychic damage, and the target chooses either to take ongoing 10 psychic damage (save ends) or be dazed (save ends).	
🪄 Window to Madness (implement, psychic, zone) ♦ Recharge when this power's zone ends	
Effect: The savant creates a zone in an area burst 1 within 10 squares centered on an ally. The zone lasts until the end of the encounter. A nonderro that enters the zone or ends its turn there takes 10 psychic damage. The savant can end the zone as a minor action.	
MINOR ACTIONS	
💃 Dance of Madness ♦ At-Will	
Effect: The savant slides each creature within the zone created by <i>window to madness</i> 2 squares.	
FREE ACTIONS	
👁 Strength of Madness ♦ Encounter	
Requirement: The savant can use <i>strength of madness</i> only during its turn.	
Effect: Roll a d6 and add the result as a power bonus to the savant's attack rolls until the end of its next turn. In addition, the savant grants combat advantage until the end of its next turn.	
Skills Arcana +18	
Str 9 (+7)	Dex 14 (+10) Wis 6 (+6)
Con 18 (+12)	Int 21 (+13) Cha 23 (+14)
Alignment chaotic evil Languages Common, Deep Speech, telepathy 10	
Equipment scourge, orb	

DERRO SAVANTS IN COMBAT

When enemies approach, a derro savant throws open a portal to the Far Realm. The horrors that leer from that gate blast the sanity from the savant's foes. The strange energy that flows from it causes bursts of lunacy in creatures, forcing their bodies into a dance they can't control. A savant uses its teleport speed to avoid enemies that try to close with it.

WARPED SLAVE

Derros use captives and unruly slaves as fodder for experiments. These victims, warped by the magic of the Far Realm, become abominable aberrant creatures. Their flesh expands, becoming rubbery and misshapen. Tentacles, extra eyes, bone spikes, and oozing boils cover their bodies. They lose much of their ability to speak or communicate, and their eyes grow dead and lifeless.

Warped Slave	Level 16 Brute
Large aberrant humanoid	XP 1,400
HP 193; Bloodied 96	Initiative +11
AC 28, Fortitude 29, Reflex 26, Will 29	Perception +7
Speed 6 (can't shift)	Darkvision
TRAITS	
🌀 Disintegrating Mind (psychic) ♦ Aura 1	
Any enemy that ends its turn within the aura takes 5 psychic damage. Whenever a derro within the aura uses <i>strength of madness</i> , the warped slave can use <i>tentacle</i> as a free action.	
STANDARD ACTIONS	
⚔ Bite ♦ At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d12 + 6 damage.	
👁 Tentacle ♦ At-Will	
Attack: Melee 2 (one creature); +19 vs. Reflex	
Hit: 2d12 + 6 damage, and the warped slave grabs the target. The warped slave then pulls the target 1 square.	
👁 Flailing Tentacles ♦ At-Will	
Requirement: The warped slave must be bloodied.	
Attack: Close burst 2 (enemies in burst); +21 vs. AC	
Hit: 2d12 + 6 damage, and the warped slave pulls the target 1 square.	
Str 18 (+12)	Dex 16 (+11) Wis 8 (+7)
Con 23 (+14)	Int 4 (+5) Cha 23 (+14)
Alignment chaotic evil Languages Common, Deep Speech	

WARPED SLAVES IN COMBAT

After having their minds stripped down to the most savage instincts, slaves remember only to follow the orders of their derro masters. Derros don't always supply reasonable or intelligible commands, though, so their slaves often rampage about the battlefield, flailing around and causing havoc.

CORRUPTION DEVILS, OR PAELIRYONS, are bloated, infernal masterminds of graft, sleaze, and vice. Most serve the archdevil Dispater, lord of the second hell. Corruption devils spend their time overseeing lesser devils on the urban outskirts of Dis and tormenting the damned. The fiends enforce Dispater's will among the fetid hives and warrens that writhe beneath the Iron Tower's long shadow.

LORE

Arcana DC 29: A corruption devil's grotesque features mask a nimble and creative intellect. The Nine Hells is politically treacherous, but with a paeliryon pulling the strings, the scene turns into a dangerous maze of double-dealings, false turns, and broken promises.

A corruption devil is a bogeyman in the flesh. It hides in the shadows, manipulating cutthroats and bureaucrats. The effect of a corruption devil's web of intrigue is felt long before the fiend materializes on the scene.

ENCOUNTERS

A corruption devil is a shrewd judge of talent, and it sees each creature as a means to an end. It manipulates powerful creatures from a distance, while its closest allies are fawning sycophants and expendable muscle. Corruption devils have been known to ally with a diverse group of creatures. A corruption devil's underlings might include cambions, vizier devils, tieflings, mortals, and succubi, though few ever realize their master is a paeliryon.

CORRUPTION DEVIL

Although physically imposing, a corruption devil prefers manipulation to violence. It bargains rather than fighting when in peril, buying time to gain some advantage. Once it has an advantage, a corruption devil does not hesitate to exact revenge.

Corruption Devil		Level 22 Controller (Leader)
Large immortal humanoid (devil)		XP 4,150
HP 208; Bloodied 104	Initiative +13	
AC 36, Fortitude 34, Reflex 34, Will 35	Perception +19	
Speed 4, fly 6 (hover)	Darkvision	
Saving Throws +5 against fear or charm effects		
TRAITS		
☼ Corruptive Presence ◆ Aura 5		
Enemies within the aura take a -2 penalty to saving throws.		
STANDARD ACTIONS		
⊕ Corrupting Claws (psychic) ◆ At-Will		
Attack: Melee 2 (one creature); +27 vs. AC		
Hit: Ongoing 10 psychic damage (save ends).		
⊗ Word of Corruption (psychic) ◆ At-Will		
Attack: Ranged 20 (one creature); +25 vs. Will		
Hit: Ongoing 5 psychic damage (save ends).		
MINOR ACTIONS		
Sway the Corrupt (charm) ◆ At-Will (1/round)		
Effect: One enemy within 10 squares of the devil that is taking ongoing psychic damage is dominated until the end of its next turn.		
Doom the Corrupt (psychic) ◆ Recharge ☼ ☼ ☼		
Effect: One ally or dominated creature within 10 squares of the devil makes a melee basic attack against a creature of the devil's choice. If that attack hits, the target of the attack is also immobilized (save ends).		
Desperate Measures ◆ Recharge when first bloodied		
Effect: One of the devil's allies within 5 squares of it can make a basic attack as a free action and can score a critical hit on a roll of 19-20 with this attack. The ally grants combat advantage until the devil's next turn. While the devil is bloodied, this power affects each of the devil's allies within 5 squares.		
Skills Bluff +23, Diplomacy +23, Insight +24		
Str 22 (+17)	Dex 15 (+13)	Wis 27 (+19)
Con 24 (+18)	Int 25 (+18)	Cha 24 (+18)
Alignment evil	Languages Supernal	

CORRUPTION DEVILS IN COMBAT

A corruption devil is an arrogant tactician that fights from behind a wall of disposable underlings while it hurls epithets at its enemies. It casts powerful curses that rend a victim's mind and allow the devil to play marionette with the foe's body.

When a battle turns against a corruption devil, its onslaught of insults becomes more vicious. The devil whips its allies into a slathering pack of fiends. After the devil's allies are spent, it uses its bat wings to flee the battlefield, already plotting revenge.



creature be willing to appeal to the follower's desires. Corrupted followers perpetuate vice among others, so they usually gather together. They are often put into service by powerful humanoid rulers, or by creatures hoping to upset the order of a civilization, such as devils, demons, forsaken, or fomorians. Corrupted followers are most commonly found among corruption devils, who are usually responsible for their creation. Corruption devils in the Nine Hells often have vast retinues of corrupted followers that obey their every whim.

CORRUPTED LECHER

A new woman arrives in a city, attracting the attention of the city's male inhabitants. She is beautiful, wealthy, and charming. Soon, she becomes a source of obsession for several of the town's residents. They watch her with lascivious eyes, leering as she walks down the street. Some follow her, but they never get too close. They lie awake at night, thinking about her. They lose sleep, their eyes becoming dull and sunken. They stop working and taking care of themselves. Thus, when the corruption devil offers these onlookers the fulfillment of their desires, they eagerly accept without realizing the deception.

Corrupted Lecher		Level 24 Minion Lurker	
Medium natural humanoid		XP 1,513	
HP 1; a missed attack never damages a minion.		Initiative +22	
AC 38, Fortitude 36, Reflex 36, Will 37		Perception +16	
Speed 6			
TRAITS			
Focused Carnality			
The lecher cannot be targeted by an attack unless it is the nearest enemy to an attacker.			
STANDARD ACTIONS			
⊕ ⊗ Touch of Lust (charm) ♦ At-Will			
Attack: Melee 1 or Ranged 10 (one creature); +27 vs. Will			
Hit: 16 damage. Choose one of the lecher's allies within 5 squares of the target. Until the end of the target's next turn, the target is marked by that creature. In addition, if the target has any creatures marked, those marks end.			
TRIGGERED ACTIONS			
Spread of Passion			
Trigger: An enemy reduces the lecher to 0 hit points.			
Effect (No Action): The triggering enemy moves its speed as a free action to a square adjacent to its nearest enemy.			
Str 17 (+15)	Dex 23 (+18)	Wis 18 (+16)	
Con 25 (+19)	Int 14 (+14)	Cha 28 (+21)	
Alignment evil		Languages Common	

CORRUPTED GLUTTON

It might begin with wealth, being able to afford to eat rich foods. Or the source of excess might be an obsession with a particular food or drink. Whatever the case, an individual doomed to become a corrupted glutton grows fat on gastronomical indulgence. As months pass, the person's gluttony leaves him or her unable to move or work. The person feels constantly starved. Then, when a corruption devil offers a morsel of some delicacy, the victim gladly accepts the devil's conditions without realizing his or her dire fate.

Corrupted Glutton		Level 25 Minion Soldier	
Medium natural humanoid		XP 1,750	
HP 1; a missed attack never damages a minion.		Initiative +16	
AC 41, Fortitude 38, Reflex 37, Will 36		Perception +13	
Speed 6			
STANDARD ACTIONS			
⊕ ♦ Bite ♦ At-Will			
Requirement: The glutton must not have a creature grabbed.			
Attack: Melee 1 (one creature); +30 vs. Will			
Hit: 12 damage, and the target is grabbed.			
Chew ♦ At-Will			
Effect: One creature grabbed by the glutton takes 12 damage.			
TRIGGERED ACTIONS			
Spread of Excess			
Trigger: An enemy reduces the glutton to 0 hit points.			
Effect (No Action): If the triggering enemy does not regain hit points before the end of its next turn, it takes 16 damage.			
Str 25 (+19)	Dex 14 (+14)	Wis 12 (+13)	
Con 28 (+21)	Int 16 (+15)	Cha 20 (+17)	
Alignment evil		Languages Common	





CORRUPTED MONGER

A person doomed to become a corrupted monger is focused on wealth to the exclusion of all else. The person hates the poor and resents the wealthy. His or her greed might begin by coveting a single, precious item. A man might have a single gold coin, given to him by a generous adventurer. After this taste of wealth, greed takes hold within him. He begins

Corrupted Monger Level 26 Minion Artillery

Medium natural humanoid XP 2,250

HP 1; a missed attack never damages a minion. Initiative +20

AC 40, Fortitude 37, Reflex 38, Will 39 Perception +16

Speed 6

STANDARD ACTIONS

⊕ Touch of Greed (charm) ◆ At-Will

Attack: Melee 1 (one creature); +28 vs. Will

Hit: 12 damage, and the monger slides the target 5 squares to a square adjacent to one of the monger's allies.

☞ Filch Magic ◆ At-Will

Attack: Ranged 10 (one creature); +31 vs. Reflex

Hit: 16 damage, and the target loses one of its daily magic item uses until the end of the encounter.

TRIGGERED ACTIONS

Dying Theft

Trigger: An enemy's attack reduces the monger to 0 hit points.

Effect (No Action): If the triggering attack was made with a magic item that has any encounter or daily powers, those powers are expended.

Str 15 (+15) Dex 24 (+20) Wis 16 (+16)

Con 24 (+20) Int 17 (+17) Cha 26 (+21)

Alignment evil Languages Common

doing anything to gain more money, taking up crime and other evil acts. His eyes grow wide and unblinking as he stares at his wealth. Soon, his skin becomes sickly and pale from spending too much time in quiet seclusion with his treasures. Then, when a corruption devil offers an item that puts to shame all his other treasures, the poor soul quickly submits to any terms, not realizing the horrible transformation soon to take place.

CORRUPTED IDLER

A mother with a dozen children is tired of working, worn out from a life she can't escape. She feels like a victim, and she pities herself. Her life doesn't improve, it only seems to worsen, so eventually she gives up. She confines herself to her room, forcing her children onto the streets to panhandle to support themselves. She relies on them to feed her and dress her. Soon they barely even do that, though. Thus, when infernal powers whisper of an opportunity to live the life she deserves, she accepts without realizing the creature she'll become.

Corrupted Idler Level 27 Minion Soldier

Medium natural humanoid XP 2,750

HP 1; a missed attack never damages a minion. Initiative +16

AC 43, Fortitude 40, Reflex 39, Will 38 Perception +22

Speed 6

TRAITS

☼ Aura of Weariness ◆ Aura 1

Any enemy that starts its turn within the aura is slowed until the end of its next turn.

STANDARD ACTIONS

⊕ Slothful Touch (charm) ◆ At-Will

Attack: Melee 1 (one creature); +30 vs. Will

Hit: 17 damage, and the target cannot take move actions until the end of the idler's next turn.

TRIGGERED ACTIONS

Spread of Indolence (sleep)

Trigger: An enemy reduces the idler to 0 hit points.

Attack (No Action): Close burst 10 (triggering enemy in burst); +30 vs. Will

Hit: The target falls unconscious until the end of its next turn.

Str 17 (+16) Dex 12 (+14) Wis 29 (+22)

Con 25 (+20) Int 20 (+18) Cha 22 (+19)

Alignment evil Languages Common



CORRUPTED LUNATIC

It begins with one act, a simple offense. A passerby accidentally trips another person, sending him tumbling into a puddle of filth. The person who fell is angry, and the person who tripped him doesn't apologize. They go their separate ways. Days pass, and the one who fell can't let go of his anger. He becomes consumed by fury toward the offender. He tries to find the other, to make him apologize, but he can't. With no outlet for his anger, it burns away at his soul. Then, when his rage threatens to drive the individual crazy, a figure appears, offering to reveal the location of the offender. Gladly accepting the opportunity for vengeance, the person becomes a corrupted lunatic.

Corrupted Lunatic		Level 28 Minion Brute	
Medium natural humanoid		XP 3,250	
HP 1; a missed attack never damages a minion.		Initiative +21	
AC 40, Fortitude 41, Reflex 40, Will 39		Perception +17	
Speed 6			
STANDARD ACTIONS			
⊕ Touch of Wrath (charm) ⊕ At-Will			
Attack: Melee 1 (one creature); +31 vs. Will			
Hit: 8 damage, and the target makes a basic attack as a free action against its nearest ally.			
TRIGGERED ACTIONS			
⊖ Retributive Strike ⊕ At-Will			
Trigger: An enemy misses the lunatic.			
Effect (Immediate Reaction): The lunatic uses touch of wrath against the triggering enemy.			
Spread of Wrath			
Trigger: An enemy reduces the lunatic to 0 hit points.			
Effect (No Action): The triggering enemy makes a basic attack as a free action against its nearest ally.			
Str 30 (+24)	Dex 25 (+21)	Wis 17 (+17)	
Con 20 (+19)	Int 15 (+16)	Cha 26 (+22)	
Alignment evil		Languages Common	

CORRUPTED CRAVEN

A soldier huddles nervously in a lone outpost, keeping an eye out for orc marauders. Days spent alone eat away at her resolve, and she begins to contemplate abandoning her post. Then, one day, she spots a horde of orcs rolling over one of the distant hills. She knows she must run to town to warn the residents, but she is paralyzed by fear. As the orcs grow closer, she is unable to move. Then, fortune seems to smile as another helmeted soldier appears, offering to help—she need only sign a contract that relieves her of duty.

Corrupted Craven		Level 29 Minion Controller	
Medium natural humanoid		XP 3,750	
HP 1; a missed attack never damages a minion.		Initiative +24	
AC 43, Fortitude 39, Reflex 41, Will 42		Perception +22	
Speed 6			
STANDARD ACTIONS			
⊕ Touch of the Coward ⊕ At-Will			
Attack: Melee 1 (one creature); +32 vs. Will			
Hit: 15 damage, and the target moves its speed away from the craven, avoiding danger if possible.			
TRIGGERED ACTIONS			
Fear of Retribution			
Trigger: An enemy reduces the craven to 0 hit points.			
Effect (No Action): The triggering enemy moves its speed away from the nearest enemy.			
Str 20 (+19)	Dex 30 (+24)	Wis 26 (+22)	
Con 26 (+22)	Int 14 (+16)	Cha 17 (+17)	
Alignment evil		Languages Common	

CORRUPTED FOLLOWERS IN COMBAT

In combat, corrupted followers spread out, trying to sow discord among as many enemies as possible. They take full advantage of their charming effects to put multiple enemies under their influence. If different types of corrupted are in combat, they might gang up on a single opponent, afflicting him or her with various debilitating effects.

Corrupted followers are often subordinate to other creatures. They are obedient and subject to the whims of their masters. A mortal who originally made a deal with infernal powers has little freedom and only scattered memories of his or her former self.

DEVIL, HELL KNIGHT

ALMOST EVERY LAND HAS A LEGEND about black riders that serve as harbingers of doom. Many of these stories refer to hell knights, members of hell's cavalry that are loosed on the world.

The first hell knights, or narzugons, were servants of the nameless god Asmodeus once served. Asmodeus tricked them into betraying He Who Was before slaying the god. Their betrayal damned them to serve Asmodeus for eternity, despite their hatred for the Nine Hells' lord.

Not every hell knight serves Asmodeus directly, however. Each archdevil, duke, and petty baron in the Nine Hells has hell knights at its disposal. Some hell knights are part of a company called the Order of the Nightmare, which is named after the steeds its members ride.

LORE

Arcana or History DC 23: Narzugons are fueled by anger because they cannot gain forgiveness for betraying their master. Bound to eternally follow orders for a cause they know is wrong, these devils

hate everything. They hate their new masters; they hate themselves; they hate their immortality; and they hate free mortals. Hell knights are a form of devil reserved for servants tricked into committing treason against their deity. Asmodeus was responsible for tricking the first humanoids who became hell knights, and since then, the ranks of the narzugons have only swelled.

ENCOUNTERS

Narzugons are clannish and associate infrequently with other forces of hell. They ally with other devils only when a master compels them to do so. A hell knight's mount is its most important ally. Traditionally, the mount of choice is a nightmare. Hell knights sometimes choose other mounts, though. The elite narzugon guard of Cania rides mammoths, and the ash riders of Avernus patrol skies atop wyverns.

DEVIL, HELL KNIGHT



Hell Knight	Level 15 Soldier	
Medium immortal humanoid (devil)	XP 1,200	
HP 146; Bloodied 73	Initiative +15	
AC 31, Fortitude 27, Reflex 28, Will 26	Perception +11	
Speed 6	Darkvision	
Immune fear; Resist 20 fire		
TRAITS		
Hell's Rider		
While the hell knight is mounted, its mount can make Athletics, Acrobatics, or Stealth checks using the hell knight's skill modifiers rather than its own.		
STANDARD ACTIONS		
⊕ Mace (fire, weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 2d8 + 9 damage plus 5 fire damage, and the target falls prone.		
⊕ Flame Lance (weapon) ⊕ At-Will		
Requirement: The hell knight must be wielding a lance.		
Attack: Melee 2 (one creature); +20 vs. AC. When the hell knight charges while mounted, this attack can score a critical hit on a roll of 19-20.		
Hit: 2d10 + 12 fire damage.		
MINOR ACTIONS		
Eyes of the Narzugon ⊕ At-Will		
Effect: One creature within 10 squares of the hell knight is marked and slowed until the end of the hell knight's next turn.		
Skills Athletics +17, Intimidate +15, Stealth +18		
Str 20 (+12)	Dex 22 (+13)	Wis 18 (+11)
Con 18 (+11)	Int 15 (+9)	Cha 17 (+10)
Alignment evil	Languages Supernal	
Equipment plate armor, heavy shield, mace, lance		

HELL KNIGHTS IN COMBAT

A hell knight is rarely found without its mount, which is usually a nightmare (*Monster Manual*, page 196). While mounted, a hell knight circles the battle like a vulture, looking for weaknesses within enemy ranks. Once a hell knight chooses its prey, the devil fixes its eyes upon that creature and charges. When on foot, a hell knight holes up with allies in choke points to limit the enemy's mobility.

DEVIL, HELLWASP

HELLWASP DEVILS ARE MEMBERS of a huge colony that makes its home in the Garden of Delights in Malbolge. Ruthless and logical, with an alien intelligence and the unquestioning instincts of a colony insect, these devils live to serve the whims of their queen.

Hellwasp devils were once demons akin to mezzodemons. While in the Abyss, Glasya defeated their master and took them back to the Nine Hells. There, she transformed them into devils, making them shock troops and bodyguards.

LORE

Arcana DC 28: Hellwasp devils were once demons in service to a wasplike demon lord. During the Blood War, Glasya defeated the demon lord, and its curious spawn flocked to her as their new queen.

Now, the hellwasp devil colony is an unwavering implement of Glasya's will. Unlike many of her other minions, hellwasps do not need to be seduced or manipulated. They see service to Glasya as an honor and a reward.

When encountered outside Malbolge, hellwasp devils are either on a mission for their queen or on loan to one of Glasya's allies.

ENCOUNTERS

Since they unquestioningly follow the orders of Glasya, hellwasp devils can be found with any creature that serves the daughter of Asmodeus. On rare occasions, Glasya loans out groups of hellwasp devils to her allies.

Hellwasp Colony Guard Level 19 Minion Skirmisher		
Medium immortal magical beast (devil) XP 600		
HP 1; a missed attack never damages a minion.	Initiative +18	
AC 33, Fortitude 29, Reflex 31, Will 28	Perception +18	
Speed 0, fly 8 (hover)	Darkvision	
STANDARD ACTIONS		
⊕ Sword Talons ♦ At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 13 damage.		
Effect: The guard shifts half its speed before or after the attack.		
⊕ Hellwasp Sting (fire, poison) ♦ Encounter		
Attack: Melee 1 (one creature); +22 vs. Fortitude		
Hit: 13 fire and poison damage, and the target is slowed and can't shift until the end of the guard's next turn.		
Str 23 (+15)	Dex 25 (+16)	Wis 18 (+13)
Con 19 (+13)	Int 16 (+12)	Cha 22 (+15)
Alignment evil	Languages Supernal	



Hellwasp Devil		Level 23 Skirmisher
Large immortal magical beast (devil)		XP 5,100
HP 212; Bloodied 106	Initiative +21	
AC 37, Fortitude 34, Reflex 35, Will 32	Perception +20	
Speed 0, fly 8 (hover)	Darkvision	
TRAITS		
Drag Off		
When the hellwasp moves while it has a creature grabbed, it can pull that creature with it. In addition, the creature remains grabbed, and the hellwasp does not provoke an opportunity attack from the creature.		
STANDARD ACTIONS		
⊕ Sword Talons ♦ At-Will		
Attack: Melee 1 (one creature); +28 vs. AC		
Hit: 2d8 + 7 damage.		
⊕ Talon Skewer ♦ At-Will		
Requirement: The hellwasp must be flying.		
Effect: The hellwasp flies its speed. At any point during its movement, the hellwasp can use sword talons twice. If both attacks hit the same target, that target is grabbed. The devil does not provoke an opportunity attack for moving away from the target of the attacks.		
⊕ Hellwasp Sting (fire, poison) ♦ Recharge ☼ ☼ ☼		
Attack: Melee 1 (one creature); +26 vs. Fortitude		
Hit: 2d10 + 10 poison damage, and the target is slowed, cannot shift, and takes ongoing 15 fire damage (save ends all).		
Str 24 (+18)	Dex 26 (+19)	Wis 19 (+15)
Con 20 (+16)	Int 15 (+13)	Cha 23 (+17)
Alignment evil	Languages Supernal	

HELLWASP DEVILS IN COMBAT

Every member of a hive works toward Glasya's desires. Hellwasp devils operate as a unit to kill or grab foes. Colony guards swarm the battlefield, stabbing at enemies with their stingers. The larger hellwasp devils swoop in behind the guards, attempting to pierce foes and carry them off.

DEVIL, PASSION

COERCION, DECEPTION, AND BLACKMAIL are weapons in a devil's arsenal, but seduction and passion can be as well. Seduction might be the domain of a succubus, but raw, hellfire-charged passion burns in the eyes of a passion devil, created in the image of Fierna, the queen of Phlegethos.

These powerful manipulators amplify others' passions into tidal waves of raging desire. Although passion devils can take the shape of other creatures, they lack the patience and subtlety of succubi. Their disguises burn away when their base and manipulative desires take control.

LORE

Arcana DC 25: Passion devils are burning reflections of Fierna's vanity. Although formed in the image of its mistress, each devil manifests a physical flaw that is absent on the archdevil. The flaw can be as slight as a mole or as extreme as a hunchback.

Fierna sends these devils out to infiltrate her enemies' ranks. Eventually, though, a passion devil succumbs to its desire for violence and domination, revealing its true form. Fierna also uses passion devils to supplant her cult's leadership and keep an eye on its activities.

ENCOUNTERS

Passion devils are found wherever their mistress bids them to go. They work with any ally they can manipulate. Fierna uses them as ambassadors to the courts of other archdevils or dukes of the Nine Hells. Groups of bearded devils often serve as bodyguards for these emissaries.

Passion Devil	Level 16 Controller
Medium immortal humanoid (devil, shapeshifter)	XP 1,400
HP 156; Bloodied 78	Initiative +14
AC 30, Fortitude 27, Reflex 28, Will 29	Perception +12
Speed 6, fly 6 (hover)	Darkvision
Resist 20 fire	
TRAITS	
☞ Object of Desire (charm) ◆ Aura 1	
Enemies within the aura take a -2 penalty to saving throws against effects that daze.	
STANDARD ACTIONS	
⊕ Claws (fire) ◆ At-Will	
Attack: Melee 1 (one creature); +19 vs. Reflex	
Hit: 3d8 + 11 fire damage.	
⊕ Fiery Touch (charm, fire) ◆ At-Will	
Attack: Melee 1 (one creature dazed by this devil's <i>beckoning whispers</i>); +19 vs. Reflex	
Hit: 1d8 + 11 fire damage, and the target is dominated until the end of the devil's next turn.	
⊕ Beckoning Whispers (charm) ◆ At-Will	
Attack: Close blast 5 (enemies in blast); +19 vs. Will	
Hit: The devil pulls the target 5 squares, and the target is dazed (save ends).	
⊕ Passion's Flames (fire) ◆ Recharge ☞ ☞	
Attack: Close burst 3 (one creature in burst); +19 vs. Reflex	
Hit: The target takes ongoing 15 fire damage (save ends). If the target is dominated by the devil, the target also makes a melee basic attack as a free action against a creature of the devil's choice.	
MINOR ACTIONS	
◆ Change Shape (polymorph) ◆ At-Will	
Effect: The devil alters its physical form to appear as a Medium humanoid until it attacks, until it uses <i>change shape</i> again, or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the devil must have seen that individual. Other creatures can make a DC 36 Insight check to discern that the form is a disguise.	
Skills Bluff +20, Diplomacy +20, Insight +17	
Str 17 (+11)	Dex 22 (+14) Wis 18 (+12)
Con 20 (+13)	Int 16 (+11) Cha 24 (+15)
Alignment evil	Languages Common, Supernal

PASSION DEVILS IN COMBAT

A passion devil calls a victim with seductive words infused with eldritch power. Once its smitten foe is near, a passion devil attacks with *passion's flames*. Manipulative and impulsive, a passion demon regularly succumbs to its desire to watch an enemy rage out of control. Sometimes, passion devils are sent into battle as a diversion while their master launches more tactically precise attacks.



DEVIL, RAGE

RAGE DEVILS WERE CREATED to fight the Blood War, the intermittent conflict between the Abyss and the Nine Hells.

A rage devil's thick, stonelike skin is imbued with Supernal hieroglyphics expressing rage and hate. When these symbols flare, they erode an enemy's resistances. A rage devil is so named because it flies into a joyful rage when it smells enemy blood or feels an enemy's resolve weaken under the crush of its great maul.

Packs of rage devils roam the desolation of Avernus searching for enemies. Even though demons are their preferred victims, since the cooling of the Blood War, rage devils have been known to battle creatures not of the Abyss.

LORE

Arcana DC 21: These glyph-covered, tusked brutes are the result of an experiment. Demon ichor was injected into the bodies of hell knights in the hope of creating devils capable of combating the brute force of demons. The experiment instead created uncontrollable creatures of carnage that rage against devils and demons alike. It was not until the ritualists bound their chaotic nature with Supernal hieroglyphs that they became true devils.



ENCOUNTERS

Rage devils wander the first layer of hell in packs, allying with any devil or agent of the hells as long as a battle is guaranteed. Rage devils admire hell knights and unquestionably follow them into battle, even though the hell knights treat them like mindless chattel. Legion devils are often paired with rage devils, who enjoy watching the legion devils be slaughtered in battle.

When found in the world, a rage devil is usually under the sway of an infernal warlock, a crazed despot, or a rampaging warlord. Diabolical cults might call a rage devil to take revenge on a hated foe. Controlling a rage devil, however, requires a strong and steady hand, and an out-of-control devil can cause as much damage to a weak cult as it does to the enemy it was called upon to destroy.

Rage Devil	Level 11 Brute	
Large immortal humanoid (devil)	XP 600	
HP 138; Bloodied 69	Initiative +7	
AC 23, Fortitude 24, Reflex 21, Will 23	Perception +9	
Speed 6	Darkvision	
Resist 20 fire		
TRAITS		
Blood Rage		
The rage devil deals 2d6 extra damage against bloodied enemies.		
STANDARD ACTIONS		
⊕ Disrupting Maul (weapon) ⊕ At-Will		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 2d12 + 5 damage, and the target loses all resistances until the end of its next turn.		
↶ Maul Storm (weapon) ⊕ At-Will		
Attack: Close burst 2 (enemies in burst); +16 vs. AC		
Hit: 1d12 + 5 damage, and the devil pushes the target 3 squares. If the target is bloodied after this attack, it falls prone.		
⊕ Demonscourge Crush (weapon) ⊕ Recharge [2] [2] [2]		
Attack: Melee 2 (one creature); +14 vs. Fortitude		
Hit: 2d12 + 5 damage, and the target is weakened and loses all resistances (save ends both).		
Skills Athletics +15, Endurance +14		
Str 21 (+10)	Dex 15 (+7)	Wis 18 (+9)
Con 18 (+9)	Int 9 (+4)	Cha 11 (+5)
Alignment evil		Languages Supernal
Equipment maul		

RAGE DEVILS IN COMBAT

A rage devil believes that the best offense is an unyielding rush of gnarled muscle and stone. It is unrelenting in combat, offering no quarter to foes. It delights in the spray of blood and relishes the feeling of crushing bone. Joyful, almost childlike in its love of violent play, the devil flies into a *blood rage* when the assault reaches a deadly endgame.

DEVIL, SLIME

VAGUELY HUMANOID-SHAPED AMALGAMS of sludge and hate, slime devils act as spies and interrogators for archdevils. A slime devil can engulf a creature and pull thoughts from its mind, making these devils a valuable commodity among the denizens of the Nine Hells. They are the favored servants of Mammon, lord of the third hell, and many of the slithering devils inhabit Minauros's muck-covered caverns.

LORE

Arcana DC 25: Slime devils are born of loathing, intrigue, and anger. They use their talents to rip thoughts from the minds of their enemies. Unlike most devils, slime devils are neither former angels nor immortal servants being punished for transgressions against their gods. They are the amalgamation of the corrupt souls of inquisitors who came to rest in the swamps of Minauros. Filled with arrogance and hate, these souls are pulled indelibly toward Minauros until coming to rest in



DEVIL, SLIME

Slime Devil **Level 16 Lurker**
Medium immortal humanoid (devil, ooze) XP 1,400

HP 123; Bloodied 61 Initiative +18
AC 30, Fortitude 28, Reflex 29, Will 28 Perception +13
Speed 6, swim 6 Darkvision
Resist 20 acid

TRAITS

Mercurial Body

The slime devil ignores difficult terrain and does not provoke opportunity attacks by moving.

STANDARD ACTIONS

⊕ Caustic Slam (acid) ◆ At-Will

Attack: Melee 1 (one creature); +19 vs. Fortitude
Hit: 3d8 + 11 acid damage.

⊖ Diabolical Engulfment (acid) ◆ At-Will

Attack: Melee 1 (one Medium or smaller enemy); +19 vs. Reflex
Hit: The devil grabs the target and shifts 1 square into the target's square. Until the grab ends, the target is dazed and takes ongoing 10 acid damage. While the devil has the target grabbed, attacks against the devil deal half damage to it and half damage to the grabbed creature. When the devil moves, it pulls the target with it. In addition, the target remains grabbed, and the devil does not provoke an opportunity attack from the target.

⊖ Acidic Tendrils (acid) ◆ Recharge ☼ ☼

Attack: Melee 3 (one, two, or three creatures); +19 vs. Reflex
Hit: 1d8 + 7 acid damage, and ongoing 10 acid damage (save ends). In addition, the devil pulls the target 2 squares.

MINOR ACTIONS

⊖ Scour the Mind (psychic) ◆ At-Will (1/round)

Attack: Melee 1 (one creature grabbed by the devil); +19 vs. Will
Hit: The devil telepathically asks the target a question, and the target must answer the question truthfully or else take 3d8 + 11 psychic damage.

Skills Bluff +12, Acrobatics +19, Stealth +19

Str 18 (+12) Dex 22 (+14) Wis 20 (+13)

Con 21 (+13) Int 17 (+11) Cha 8 (+7)

Alignment evil Languages Supernal, telepathy 5

the swamps. There, each soul's roiling mess of emotion seeps into the acidic black sludge, and from it, a slime devil emerges.

ENCOUNTERS

Within Minauros, a slime devil typically travels with shock troops, legion devils, or similar soldiery. It conceals its psychic ability whenever possible. A slime devil prefers to work with withering devils (*Monster Manual 2*) because of their complementary abilities.

In the world, a slime devil is the favored tool of devil-worshiping regents who covet the creature's ability to pull out answers from enemies.

SLIME DEVILS IN COMBAT

Favoring ambush over direct assault, a slime devil lurks near enemy leaders. It waits for its allies to distract foes and watches for an opening. At a ripe moment, the slime devil strikes, pulling a victim close. The creature engulfs its prey and scours its mind for valuable information.

DEVIL, SWARM

SWARM DEVILS ARE THE AGENTS and assassins of Baalzebul, the Lord of Flies. Starving groups of these devils, made of ravenous flies swarming in humanoid-shaped masses, crowd tunnels and stagnate lakes in the seventh hell. Each colony awaits its master's call so it can feed on flesh and souls. Adventurers or solitary devils who have the misfortune of crossing into a swarm devil lair can fall victim to a colony's hunger.

LORE

Arcana DC 25: A swarm devil forms when an angel caught lying to its master is torn asunder. The angel's soul coalesces in the Nine Hells and becomes trapped in a mass of flies that buzz around the form of Baalzebul. From there, a swarm devil moves to the stagnant pools in Maladomini, where it slowly starves but can never die. Over time, each swarm devil grows desperate and voracious as it awaits its master's orders. When it is sent on an errand of death, a swarm devil is a zealous agent of Baalzebul's will, because the mission offers the creature a rare opportunity to fly free and feed.

ENCOUNTERS

Swarm devils ally with any creature their master demands, commonly including pit fiends and war devils. Though they prefer living creatures of flesh



and blood, swarm devils consider any creature not in service to Baalzebul as potential food.

Swarm devils are also sent to cults that worship Baalzebul. They guard powerful sites or exact revenge on enemies of the cult.

Swarm Devil	Level 18 Skirmisher	
Large immortal magical beast (devil, swarm)	XP 2,000	
HP 174; Bloodied 87	Initiative +18	
AC 32, Fortitude 30, Reflex 31, Will 29	Perception +14	
Speed 0, fly 10 (hover)	Darkvision	
Resist 20 acid, half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks		
TRAITS		
☉ Swarm Attack (acid) ◆ Aura 1		
Any enemy that starts its turn within the aura takes 10 acid damage and is slowed until the end of its next turn.		
Swarm		
The swarm devil can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm devil cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
STANDARD ACTIONS		
⚔ Slam (acid) ◆ At-Will		
Attack: Melee 1 (one creature); +21 vs. Reflex Hit: Ongoing 10 acid damage (save ends).		
☞ Acidic Curse (psychic) ◆ At-Will		
Attack: Ranged 10 (one creature taking ongoing acid damage); +21 vs. Will Hit: 3d8 + 13 psychic damage, and the target takes a -2 penalty to attack rolls until the end of the devil's next turn.		
⚡ Spew of Flies (acid) ◆ Recharge when first bloodied		
Attack: Close blast 3 (enemies in blast); +21 vs. Fortitude Hit: The target takes ongoing 10 acid damage and grants combat advantage (save ends both).		
Swarm Shift (acid) ◆ Recharge ☹️ ⚡		
Effect: The devil shifts its speed and can move through enemies' spaces during the shift. Each time the devil enters an enemy's space for the first time during the move, the enemy takes 15 acid damage.		
Str 19 (+13)	Dex 24 (+16)	Wis 20 (+14)
Con 22 (+15)	Int 17 (+12)	Cha 8 (+8)
Alignment evil		Languages Supernal, telepathy 10

SWARM DEVILS IN COMBAT

A swarm devil is a buzzing throng of death that trails acid over its foes. It screams vile thoughts into the minds of enemies and slams its mass around the battlefield. A swarm devil is a canny combatant that works in concert with its allies. It watches for opportunities to aid its allies' attacks by distracting and inhibiting foes. The faster an enemy falls, the sooner the swarm can feed on the dead.

DEVIL, VIZIER

RARELY FOUND IN THE NINE HELLS, vizier devils are infernal emissaries to the world. They infiltrate governments, worm their ways into the halls of power, and become advisors to royalty, spreading their influence in places ranging from local tribes of orcs to elven enclaves and human baronies.

Virtually indistinguishable from tieflings, vizier devils serve as counsel to both the unwitting and the initiated. They guide their masters toward the will of the Nine Hells and usher the souls of those luminaries along a path of damnation.

LORE

Arcana or History DC 19: A vizier devil's chief goal is to corrupt the souls of mortals and send them off to their final hellish destination. Braver, bolder, and more politically savvy than an imp, a vizier devil is a master at finding seemingly virtuous solutions that eventually twist to iniquity.

Historians assert that these amoral political masterminds orchestrated the fall of Bael Turath. Others believe that the humans who caused that empire to fall under the sway of the Nine Hells were rewarded by being transformed into vizier devils.

ENCOUNTERS

A vizier devil might ally with any creature. Its honeyed words are, at first, seen as a boon by the

individual it professes to serve. The devil's true allegiance is to a power of the Nine Hells, often an evil mastermind, such as a corruption devil.

Vizier Devil	Level 7 Controller (Leader)
Medium immortal humanoid (devil)	XP 300
HP 80; Bloodied 40	Initiative +4
AC 21, Fortitude 19, Reflex 19, Will 21	Perception +6
Speed 6, teleport 4	Darkvision
Resist 10 fire	
STANDARD ACTIONS	
⊕ Scepter (weapon) ⊕ At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 4 damage, and the devil slides the target 1 square.	
☞ Hellfire Bolt (fire) ⊕ At-Will	
Attack: Ranged 5 (one creature); +10 vs. Reflex	
Hit: 2d10 + 2 fire damage, and the target grants combat advantage until the end of the devil's next turn.	
Word of Command (charm) ⊕ At-Will	
Effect: Choose one creature within 2 squares of the devil. The devil slides that creature 3 squares, and the creature makes a melee basic attack as a free action against a creature of the devil's choice.	
MINOR ACTIONS	
Hellfire Enchantment (fire) ⊕ At-Will	
Effect: One ally within 5 squares of the devil deals 5 extra fire damage with melee attacks until the end of the ally's next turn.	
TRIGGERED ACTIONS	
Infernal Advice ⊕ Recharge ☹☹	
Trigger: An ally within 10 squares of the devil misses with an attack roll or fails a skill check.	
Effect (Immediate Interrupt): The triggering ally can reroll the attack roll or the skill check, gaining a +2 bonus to the reroll.	
Skills Bluff +12, Diplomacy +12, Insight +11	
Str 13 (+4)	Dex 12 (+4) Wis 16 (+6)
Con 16 (+6)	Int 22 (+9) Cha 18 (+7)
Alignment evil	Languages Supernal
Equipment scepter	

DEVIL, VIZIER

VIZIER DEVILS IN COMBAT

A vizier devil avoids direct combat. It manipulates the battlefield to its allies' advantage, acting from a defensible position. The devil maintains its charade of being a simple spellcaster for as long as possible.

A vizier devil is a creature of contingencies. It always has a backup plan, an escape route, or a way to call up reinforcements. If the situation is dire, it goes on the offensive long enough to secure its own escape.



DRAGON, CATASTROPHIC

ACCOUNTS VARY ON HOW catastrophic dragons arose, but one point is certain: They seem to have appeared first during the Dawn War after the death of Io. The most common story recounts how a group of dragons, after seeing their deity so utterly destroyed by the power of the primordials, believed that the gods would lose the war. Rather than follow Tiamat or Bahamut, whom they regarded as weak and selfish, these dragons turned to the primordials for leadership. The primordials embraced the defectors with welcome arms, transforming them into manifestations of chaos and destruction.

During the war, these catastrophic dragons offered their services to their primordial benefactors, battling those who had once been their brethren. The metallics and the chromatics regarded the catastrophic dragons as abominations, and combined forces in an attempt to destroy them. Some catastrophic dragons survived, though, and when the primordials were defeated, they turned toward their own selfish purposes. Most retreated to the Elemental Chaos, where they crafted lairs from the churning forces; a few remained on other planes, occasionally emerging to wreak destruction on those planes' inhabitants.

Stories persist of the mightiest of the catastrophic dragons—beasts capable of leveling entire astral domains and whose power rivaled that of the greatest dragons. Ancient carvings found in ruins from the Dawn War show scaled beasts sinking continents beneath devouring waves and sundering astral domains with colossal shock waves. Whether these creatures are the product of an imaginative storyteller or actual combatants in the Dawn War, none can say. Even the gods refuse to answer such questions.

BLIZZARD DRAGON

After the death of Io, a number of disaffected dragons received guidance from Umboras, Lord of the Rimefire. This primordial attracted those dragons who had cold, cruel hearts, who enjoyed toying with their prey before destroying the unfortunate morsels. Umboras carried them away to the deepest reaches of the Elemental Chaos, where neither sun nor volcano could heat the air. The ice coated their bodies, entombing them in hoarfrost. Umboras took his time, working terrible magic to transform the creatures in his image. After a year and a day, the dragons emerged from their frosty tombs, transformed into blizzard dragons.

LORE

Arcana DC 25: Near the end of the Dawn War, the Raven Queen claimed the winter domain from the slain goddess Khala. Umboras had been a reluctant ally of Khala in her attempt to seize the world for herself. When the Raven Queen claimed the winter domain, the Lord of the Rimefire was infuriated. He tolerated Khala's stewardship of the domain, since her machinations aligned with his goals. But the idea of a god who had once been a mortal gaining command over winter was more than he could bear.

Umboras approached some of the dragons discouraged by the death of Io. He saw them as a potential tool in destroying the Raven Queen. He created blizzard dragons to deliver his ice archons and frost titans to the goddess's doorstep. In a bold move, he personally led the assault against Letherna. His audacity proved his undoing. The Raven Queen pretended to flee before his forces, luring them to Pandemonium. There, in the labyrinthine corridors of the realm, she managed to separate Umboras from his host of dragons and titans. She cleverly trapped Umboras in one of that domain's empty vaults, where he still remains.

With their master shackled, the blizzard dragons spread across the cosmos. Some remained in Pandemonium, while other returned to the Elemental Chaos. A few have found their way into the coldest parts of the world, occasionally venturing forth to wreak havoc upon civilization.



ENCOUNTERS

In the dark, cold places of the cosmos, blizzard dragons band together with other creatures of cold, including frost giants, frost titans, ice archons, and arctic beasts such as winter wolves, winterclaw owl-bears, and rimefire griffons. Blizzard dragons mold their environment to their will, whether sculpting the snow and glaciers on a mountainside or filling an underground chamber with ice. The dragons also find allies among those with destructive and tyrannical ambitions. Should their goals align, a blizzard dragon might take up with a lich and its undead horde or with a winter fey host in the Feywild.

Blizzard dragons do not hesitate to work alongside other blizzard dragons or even other kinds of catastrophic dragons. These dragons sometimes band together under the leadership of a dragon or a humanoid to attempt to free primordials, to unleash more powerful dragons into the world, or to exact vengeance upon the gods, particularly the Raven Queen. Not surprisingly, blizzard dragons are scarce in the Shadowfell.

Blizzard Dragon Wyrmling		Level 2 Controller
Medium elemental magical beast (cold, dragon)		XP 125
HP 38; Bloodied 19		Initiative +3
AC 16, Fortitude 14, Reflex 15, Will 13		Perception +2
Speed 6 (ice walk), fly 6 (clumsy)		Darkvision
TRAITS		
❄️ Freezing Winds ◆ Aura 1		
The dragon slides any enemy that ends its turn in the aura 1 square.		
STANDARD ACTIONS		
⚔️ Bite (cold) ◆ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 2 cold damage, and the target is immobilized until the end of the dragon's next turn.		
⚔️ Claw (cold) ◆ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d6 + 4 cold damage, and the dragon slides the target 1 square.		
⚔️ Wyrmling Fury ◆ At-Will		
Requirement: The dragon must be bloodied.		
Effect: The wyrmling uses bite and claw.		
TRIGGERED ACTIONS		
⚔️ Sudden Flurry ◆ At-Will		
Trigger: The dragon is hit by a cold attack.		
Effect (Free Action): The dragon slides each enemy in its aura 1 square.		
Str 11 (+1)	Dex 15 (+3)	Wis 12 (+2)
Con 14 (+3)	Int 12 (+2)	Cha 9 (+0)
Alignment unaligned		Languages Draconic, Primordial

Young Blizzard Dragon		Level 7 Elite Controller	
Large elemental magical beast (cold, dragon)		XP 600	
HP 166; Bloodied 83	Initiative +8		
AC 21, Fortitude 19, Reflex 20, Will 18	Perception +6		
Speed 8 (ice walk), fly 8 (clumsy)	Darkvision		
Saving Throws +2; Action Points 1			
TRAITS			
☼ Freezing Winds ◆ Aura 1			
The dragon slides any enemy that ends its turn in the aura 1 square.			
STANDARD ACTIONS			
⊕ Bite (cold) ◆ At-Will			
Attack: Melee 2 (one creature); +12 vs. AC			
Hit: 2d8 + 3 cold damage, and the target is immobilized until the end of the dragon's next turn.			
⊕ Claw (cold) ◆ At-Will			
Attack: Melee 2 (one creature); +12 vs. AC			
Hit: 2d6 + 8 cold damage, and the dragon slides the target 2 squares.			
⊕ Double Attack ◆ At-Will			
Effect: The dragon uses <i>bite</i> and <i>claw</i> or uses <i>claw</i> twice.			
MINOR ACTIONS			
◀ Rising Winds (cold) ◆ Recharge at the start of any turn when <i>freezing winds</i> is aura 1			
Effect: The <i>freezing winds</i> expands to aura 3. At the start of the dragon's next turn, the <i>freezing winds</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.			
Attack (No Action): Close burst 5 (enemies in burst); +10 vs. Fortitude			
Hit: 2d8 + 5 cold damage, and the target is slowed and blinded (save ends both).			
Effect: The <i>freezing winds</i> aura reverts to its original state and size (aura 1).			
TRIGGERED ACTIONS			
◀ Chill Rebuke (cold) ◆ Recharge when first bloodied			
Trigger: An enemy's melee attack deals damage to the dragon.			
Attack (Immediate Reaction): Close blast 5 (enemies in blast); +11 vs. Fortitude			
Hit: 1d10 + 5 cold damage, and the target is slowed (save ends).			
Sudden Flurry ◆ At-Will			
Trigger: The dragon is hit by a cold attack.			
Effect (Free Action): The dragon slides each enemy in its aura 1 square.			
Str 16 (+6)	Dex 20 (+8)	Wis 17 (+6)	
Con 19 (+7)	Int 17 (+6)	Cha 14 (+5)	
Alignment unaligned	Languages Common, Draconic, Primordial		

Adult Blizzard Dragon		Level 12 Elite Controller	
Large elemental magical beast (cold, dragon)		XP 1,400	
HP 252; Bloodied 126	Initiative +12		
AC 26, Fortitude 24, Reflex 25, Will 23	Perception +11		
Speed 8 (ice walk), fly 8 (clumsy)	Darkvision		
Saving Throws +2; Action Points 1			
TRAITS			
☼ Freezing Winds ◆ Aura 1			
The dragon slides any enemy that ends its turn in the aura 1 square.			
STANDARD ACTIONS			
⊕ Bite (cold) ◆ At-Will			
Attack: Melee 2 (one creature); +17 vs. AC			
Hit: 2d8 + 6 cold damage, and the target is immobilized until the end of the dragon's next turn.			
⊕ Claw (cold) ◆ At-Will			
Attack: Melee 2 (one creature); +17 vs. AC			
Hit: 3d6 + 10 cold damage, and the dragon slides the target 2 squares.			
⊕ Double Attack ◆ At-Will			
Effect: The dragon uses <i>bite</i> and <i>claw</i> or uses <i>claw</i> twice.			
MINOR ACTIONS			
◀ Rising Winds (cold) ◆ Recharge at the start of any turn when <i>freezing winds</i> is aura 1			
Effect: The <i>freezing winds</i> expands to aura 3. At the start of the dragon's next turn, the <i>freezing winds</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.			
Attack (No Action): Close burst 5 (enemies in burst); +15 vs. Fortitude			
Hit: 3d8 + 6 cold damage, and the target is immobilized and blinded (save ends both).			
Effect: The <i>freezing winds</i> aura reverts to its original state and size (aura 1).			
TRIGGERED ACTIONS			
◀ Chill Rebuke (cold) ◆ Recharge when first bloodied			
Trigger: An enemy's melee attack deals damage to the dragon.			
Attack (Immediate Reaction): Close blast 5 (enemies in blast); +15 vs. Fortitude			
Hit: 1d10 + 9 cold damage, and the target is slowed (save ends).			
Sudden Flurry ◆ At-Will			
Trigger: The dragon is hit by a cold attack.			
Effect (Free Action): The dragon slides each enemy in its aura 1 square.			
Str 19 (+10)	Dex 23 (+12)	Wis 20 (+11)	
Con 22 (+12)	Int 20 (+11)	Cha 17 (+9)	
Alignment unaligned	Languages Common, Draconic, Primordial		

Elder Blizzard Dragon		Level 17 Elite Controller	
Huge elemental magical beast (cold, dragon)		XP 3,200	
HP 338; Bloodied 169		Initiative +16	
AC 31, Fortitude 29, Reflex 30, Will 28		Perception +14	
Speed 10 (ice walk), fly 10 (clumsy)		Darkvision	
Saving Throws +2; Action Points 1			
TRAITS			
☼ Freezing Winds ◆ Aura 1			
The dragon slides any enemy that ends its turn in the aura 2 squares.			
STANDARD ACTIONS			
⬇ Bite (cold) ◆ At-Will			
Attack: Melee 3 (one creature); +22 vs. AC			
Hit: 3d8 + 6 cold damage, and the target is immobilized until the end of the dragon's next turn.			
⬇ Claw (cold) ◆ At-Will			
Attack: Melee 3 (one creature); +22 vs. AC			
Hit: 4d6 + 11 cold damage, and the dragon slides the target 3 squares.			
⬇ Double Attack ◆ At-Will			
Effect: The dragon uses <i>bite</i> and <i>claw</i> or uses <i>claw</i> twice.			
MINOR ACTIONS			
⬅ Rising Winds (cold) ◆ Recharge at the start of any turn when <i>freezing winds</i> is aura 1			
Effect: The <i>freezing winds</i> expands to aura 3. At the start of the dragon's next turn, the <i>freezing winds</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.			
Attack (No Action): Close burst 5 (enemies in burst); +20 vs. Fortitude			
Hit: 4d8 + 8 cold damage, and the target is restrained and blinded (save ends both).			
Effect: The <i>freezing winds</i> aura reverts to its original state and size (aura 1).			
TRIGGERED ACTIONS			
⬅ Chill Rebuke (cold) ◆ Recharge when first bloodied			
Trigger: An enemy's melee attack deals damage to the dragon.			
Attack (Immediate Reaction): Close blast 5 (enemies in blast); +20 vs. Fortitude			
Hit: 1d10 + 12 cold damage, and the target is slowed (save ends).			
Sudden Flurry ◆ At-Will			
Trigger: The dragon is hit by a cold attack.			
Effect (Free Action): The dragon slides each enemy in its aura 2 squares.			
Str 22 (+14)	Dex 26 (+16)	Wis 23 (+14)	
Con 25 (+15)	Int 23 (+14)	Cha 20 (+13)	
Alignment unaligned		Languages Common, Draconic, Primordial	

BLIZZARD DRAGONS IN COMBAT

Blizzard dragons are fast but clumsy fliers, so in combat, they prefer to land rather than fight from the air. As soon as a blizzard dragon approaches, the air cools and the ground ices over.

Blizzard dragons take advantage of their surroundings. A blizzard dragon might try to trigger an avalanche or cause icicles to come cascading down upon foes. Blizzard dragons harbor an ancient animosity toward agents of the Raven Queen, so anyone bearing her symbol or invoking her name attracts these dragons' ire.

Ancient Blizzard Dragon		Level 22 Elite Controller	
Huge elemental magical beast (cold, dragon)		XP 8,300	
HP 422; Bloodied 211		Initiative +20	
AC 36, Fortitude 34, Reflex 35, Will 33		Perception +18	
Speed 10 (ice walk), fly 10 (clumsy)		Darkvision	
Saving Throws +2; Action Points 1			
TRAITS			
☼ Freezing Winds ◆ Aura 1			
The dragon slides any enemy that ends its turn in the aura 3 squares.			
STANDARD ACTIONS			
⬇ Bite (cold) ◆ At-Will			
Attack: Melee 3 (one creature); +27 vs. AC			
Hit: 3d8 + 10 cold damage, and the target is immobilized until the end of the dragon's next turn.			
⬇ Claw (cold) ◆ At-Will			
Attack: Melee 3 (one creature); +27 vs. AC			
Hit: 4d6 + 16 cold damage, and the dragon slides the target 4 squares.			
⬇ Double Attack ◆ At-Will			
Effect: The dragon uses <i>bite</i> and <i>claw</i> or uses <i>claw</i> twice.			
⬅ Deep Freeze (cold) ◆ Encounter			
Requirement: The dragon must be bloodied.			
Attack: Close burst 5 (enemies in burst); +25 vs. Fortitude			
Hit: 3d10 + 5 cold damage. The target is immobilized and takes a -5 penalty to Fortitude (save ends both).			
Miss: Half damage. The target is immobilized and takes a -5 penalty to Fortitude until the end of the dragon's next turn.			
MINOR ACTIONS			
⬅ Rising Winds (cold) ◆ Recharge at the start of any turn when <i>freezing winds</i> is aura 1			
Effect: The <i>freezing winds</i> expands to aura 3. At the start of the dragon's next turn, the <i>freezing winds</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.			
Attack (No Action): Close burst 5 (enemies in burst); +25 vs. Fortitude			
Hit: 4d8 + 12 cold damage, and the target falls unconscious (save ends).			
Effect: The <i>freezing winds</i> aura reverts to its original state and size (aura 1).			
TRIGGERED ACTIONS			
⬅ Chill Rebuke (cold) ◆ Recharge when first bloodied			
Trigger: An enemy's melee attack deals damage to the dragon.			
Attack (Immediate Reaction): Close blast 5 (enemies in blast); +25 vs. Fortitude			
Hit: 1d10 + 16 cold damage, and the target is slowed (save ends).			
Sudden Flurry ◆ At-Will			
Trigger: The dragon is hit by a cold attack.			
Effect (Free Action): The dragon slides each enemy in its aura 2 squares.			
Str 24 (+18)	Dex 28 (+20)	Wis 25 (+18)	
Con 27 (+19)	Int 25 (+18)	Cha 22 (+17)	
Alignment unaligned		Languages Common, Draconic, Primordial	



EARTHQUAKE DRAGON

When the ground tremors start, most mortals breathe whispered prayers to the gods or make offerings to the primal spirits to quiet the earth. When people begin disappearing on the fringes of a settlement, the remaining inhabitants begin to suspect a more sinister cause. The arrival of an earthquake dragon in a region is heralded by minor tremors. In subsequent days, the shaking grows increasingly violent. Soon buildings are crumbling and people are disappearing into chasms that spontaneously appear in roads and fields.

Earthquake dragons are menaces to civilization. They move from settlement to settlement, hunting mortals as much for sport as for food. An earthquake dragon might leave a town in ruins for no other reason than the fact that it can. Once it has ruined a city and chased away or eaten the inhabitants, an earthquake dragon might dwell in the ruins for months, digesting its food and basking in the destruction it has wrought. Then, when it tires of this sedentary activity, it moves on to the next region to repeat the process.

LORE

Arcana DC 25: When Erekh-Hus, the King of Terror, slew Io, many dragons felt the touch of fear as they never had before. In reaction, some searched for protection in the form of a patron who could defend them. These dragons found an ally in the primordial Balcoth, the Groaning King. This primordial of impenetrable stone welcomed them . . . and fulfilled his promise to guard them by swallowing them up in his great maw. Within the burning furnace of his stomach, the dragons became petrified. Some Balcoth vomited up to serve him, using the powers he granted them to swim through the earth and tear it asunder; others escaped years later, when Balcoth was decapitated in a battle against the gods.

ENCOUNTERS

Earthquake dragons are temperamental creatures that enjoy hunting on their own, so they rarely tolerate allies for long. However, an earthquake dragon might form a loose alliance with earth archons, elementals, stone giants and titans, earth giants and titans, and other relatively inedible creatures. A group of humanoids that manages to contact an earthquake dragon might persuade it to serve them if they offer it an opportunity for devastation. Galeb duhrs,

genasi, and goliaths seek to ally with earthquake dragons, conspiring toward various ends—often the destruction of a neighboring city or tribe. Earthquake dragons grow restless quickly, though, and if a dragon thinks an ally has outlived its usefulness, the dragon quickly turns on that creature. Earthquake dragons do have a weakness for gems, though, so their continued cooperation can sometimes be bought with sufficient wealth.

Earthquake Dragon Wyrmling **Level 4 Soldier**
Medium elemental magical beast (earth, dragon) XP 175

HP 58; Bloodied 29 Initiative +7
AC 20, Fortitude 17, Reflex 17, Will 15 Perception +4
Speed 6 (earth walk), burrow 2, fly 2 (clumsy) Darkvision, tremorsense 5

TRAITS

Quaking Earth ♦ Aura 1
When any enemy within the aura makes an attack that does not include the dragon as a target, that enemy falls prone and takes 5 damage.

STANDARD ACTIONS

Bite ♦ At-Will
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d8 + 4 damage.

Claw ♦ At-Will
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 1d6 + 2 damage.

Wyrmling Fury ♦ At-Will
Requirement: The dragon must be bloodied.
Effect: The wyrmling uses *bite* and *claw*.

TRIGGERED ACTIONS

Sudden Quake ♦ At-Will
Trigger: The dragon is pulled, pushed, slid, or knocked prone.
Effect (Free Action): Each enemy in the dragon's aura falls prone.

Str 16 (+5) Dex 17 (+5) Wis 15 (+4)
Con 18 (+6) Int 14 (+4) Cha 12 (+3)
Alignment unaligned Languages Draconic, Primordial

Young Earthquake Dragon **Level 9 Elite Soldier**
Large elemental magical beast (earth, dragon) XP 800

HP 206; Bloodied 103 Initiative +12
AC 25, Fortitude 22, Reflex 22, Will 20 Perception +9
Speed 8 (earth walk), burrow 4, fly 4 (clumsy) Darkvision, tremorsense 10
Saving Throws +2; Action Points 1

TRAITS

Quaking Earth ♦ Aura 1
When any enemy within the aura makes an attack that does not include the dragon as a target, that enemy falls prone and takes 5 damage.

STANDARD ACTIONS

Bite ♦ At-Will
Attack: Melee 2 (one creature); +14 vs. AC
Hit: 2d8 + 8 damage.

Claw ♦ At-Will
Attack: Melee 2 (one creature); +16 vs. AC
Hit: 2d6 + 6 damage.

Double Attack ♦ At-Will
Effect: The dragon uses *bite* and *claw* or uses *claw* twice.

Earthen Maw ♦ Recharge [1][1]
Attack: Melee 2 (one creature); +14 vs. Reflex
Hit: 2d10 + 6 damage, and the target is restrained (save ends).
First Failed Saving Throw: The target is instead petrified (save ends).

MINOR ACTIONS

Rising Tremors ♦ Recharge at the start of any turn when *quaking earth* is aura 1
Effect: The *quaking earth* expands to aura 3. At the start of the dragon's next turn, the *quaking earth* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
Attack (No Action): Close burst 5 (enemies in burst); +12 vs. Reflex
Hit: 3d8 + 5 damage, and the target falls prone and cannot stand up (save ends).
Effect: The *quaking earth* aura reverts to its original state and size (aura 1).

TRIGGERED ACTIONS

Sudden Quake ♦ At-Will
Trigger: The dragon is pulled, pushed, slid, or knocked prone.
Effect (Free Action): Each enemy in the dragon's aura falls prone.

Str 21 (+9) Dex 22 (+10) Wis 20 (+9)
Con 23 (+10) Int 19 (+8) Cha 17 (+7)
Alignment unaligned Languages Common, Draconic, Primordial

Adult Earthquake Dragon **Level 14 Elite Soldier**
Large elemental magical beast (earth, dragon) XP 2,000

HP 288; Bloodied 144 Initiative +15
AC 30, Fortitude 27, Reflex 27, Will 25 Perception +12
Speed 8 (earth walk), burrow 4, fly 4 (clumsy) Darkvision, tremorsense 10
Saving Throws +2; Action Points 1

TRAITS

Quaking Earth ♦ Aura 1
When any enemy within the aura makes an attack that does not include the dragon as a target, that enemy falls prone and takes 10 damage.

STANDARD ACTIONS

Bite ♦ At-Will
Attack: Melee 2 (one creature); +19 vs. AC
Hit: 3d8 + 9 damage.

Claw ♦ At-Will
Attack: Melee 2 (one creature); +21 vs. AC
Hit: 3d6 + 6 damage.

Double Attack ♦ At-Will
Effect: The dragon uses *bite* and *claw* or uses *claw* twice.

Earthen Maw ♦ Recharge [2][2]
Attack: Melee 2 (one creature); +19 vs. Reflex
Hit: 3d10 + 6 damage, and the target is restrained (save ends).
First Failed Saving Throw: The target is instead petrified (save ends).

MINOR ACTIONS

Rising Tremors ♦ Recharge at the start of any turn when *quaking earth* is aura 1
Effect: The *quaking earth* expands to aura 3. At the start of the dragon's next turn, the *quaking earth* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
Attack (No Action): Close burst 5 (enemies in burst); +17 vs. Reflex
Hit: 3d8 + 9 damage, and the target falls prone and cannot stand up (save ends).
Effect: The *quaking earth* aura reverts to its original state and size (aura 1).

TRIGGERED ACTIONS

Sudden Quake ♦ At-Will
Trigger: The dragon is pulled, pushed, slid, or knocked prone.
Effect (Free Action): Each enemy in the dragon's aura falls prone.

Str 22 (+13) Dex 23 (+13) Wis 21 (+12)
Con 24 (+14) Int 20 (+12) Cha 18 (+11)
Alignment unaligned Languages Common, Draconic, Primordial

Elder Earthquake Dragon		Level 19 Elite Soldier	
Huge elemental magical beast (earth, dragon) XP 4,800			
HP 374; Bloodied 187		Initiative +19	
AC 35, Fortitude 32, Reflex 32, Will 30		Perception +16	
Speed 8 (earth walk), burrow 4, fly 6 (clumsy)		Darkvision, tremorsense 10	
Saving Throws +2; Action Points 1			
TRAITS			
☀ Quaking Earth ◆ Aura 1			
When any enemy within the aura makes an attack that does not include the dragon as a target, that enemy falls prone and takes 10 damage.			
STANDARD ACTIONS			
⊕ Bite ◆ At-Will			
Attack: Melee 2 (one creature); +24 vs. AC			
Hit: 4d8 + 9 damage.			
⊕ Claw ◆ At-Will			
Attack: Melee 3 (one creature); +26 vs. AC			
Hit: 4d6 + 6 damage.			
⊕ Double Attack ◆ At-Will			
Effect: The dragon uses <i>bite</i> and <i>claw</i> or uses <i>claw</i> twice.			
⊕ Earthen Maw ◆ Recharge ☹ ☹			
Attack: Melee 2 (one creature); +24 vs. Reflex			
Hit: 3d10 + 11 damage, and the target is restrained (save ends).			
First Failed Saving Throw: The target is instead petrified (save ends).			
MINOR ACTIONS			
◀ Rising Tremors ◆ Recharge at the start of any turn when <i>quaking earth</i> is aura 1			
Effect: The <i>quaking earth</i> expands to aura 3. At the start of the dragon's next turn, the <i>quaking earth</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.			
Attack (No Action): Close burst 5 (enemies in burst); +22 vs. Reflex			
Hit: 4d8 + 9 damage, and the target falls prone and cannot stand up (save ends).			
Effect: The <i>quaking earth</i> aura reverts to its original state and size (aura 1).			
TRIGGERED ACTIONS			
⚡ Sudden Quake ◆ At-Will			
Trigger: The dragon is pulled, pushed, slid, or knocked prone.			
Effect (Free Action): Each enemy in the dragon's aura falls prone.			
Str 25 (+16)	Dex 26 (+17)	Wis 24 (+16)	
Con 27 (+17)	Int 23 (+15)	Cha 21 (+14)	
Alignment unaligned		Languages Common, Draconic, Primordial	

EARTHQUAKE DRAGONS IN COMBAT

When an earthquake dragon is looking for quarry, it suppresses its *quaking earth* aura. Using its tremorsense, it locates a singular creature to pursue. Then the dragon savors the hunt. An earthquake dragon prefers to burrow instead of fly. Once in combat, it emerges from the ground and unleashes the full extent of its powers. The dragon typically focuses on any enemies that look as though they're fleeing. An earthquake dragon might toy with such a creature, following it slowly enough to keep from overtaking it until the dragon tires of the chase. If it faces defeat, an earthquake dragon might retreat into the ground, where it can use its tremorsense to monitor the foes' departure.

Ancient Earthquake Dragon		Level 24 Elite Soldier	
Huge elemental magical beast (earth, dragon) XP 12,100			
HP 456; Bloodied 228		Initiative +22	
AC 40, Fortitude 37, Reflex 37, Will 35		Perception +19	
Speed 8 (earth walk), burrow 4, fly 6 (clumsy)		Darkvision, tremorsense 10	
Saving Throws +2; Action Points 1			
TRAITS			
☀ Quaking Earth ◆ Aura 1			
When any enemy within the aura makes an attack that does not include the dragon as a target, that enemy falls prone and takes 15 damage.			
Threatening Reach			
The dragon can make opportunity attacks using <i>claw</i> against enemies within 3 squares of it.			
STANDARD ACTIONS			
⊕ Bite ◆ At-Will			
Attack: Melee 2 (one creature); +29 vs. AC			
Hit: 4d8 + 14 damage.			
⊕ Claw ◆ At-Will			
Attack: Melee 3 (one creature); +31 vs. AC			
Hit: 4d6 + 10 damage.			
⊕ Double Attack ◆ At-Will			
Effect: The dragon uses <i>bite</i> and <i>claw</i> or uses <i>claw</i> twice.			
⊕ Earthen Maw ◆ Recharge ☹ ☹			
Attack: Melee 2 (one creature); +29 vs. Reflex			
Hit: 4d10 + 11 damage, and the target is restrained (save ends).			
First Failed Saving Throw: The target is instead petrified (save ends).			
MINOR ACTIONS			
◀ Rising Tremors ◆ Recharge at the start of any turn when <i>quaking earth</i> is aura 1			
Effect: The <i>quaking earth</i> expands to aura 3. At the start of the dragon's next turn, the <i>quaking earth</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.			
Attack (No Action): Close burst 5 (enemies in burst); +27 vs. Reflex			
Hit: 4d8 + 14 damage, and the target falls prone and cannot stand up (save ends).			
Effect: The <i>quaking earth</i> aura reverts to its original state and size (aura 1).			
TRIGGERED ACTIONS			
⚡ Sudden Quake ◆ At-Will			
Trigger: The dragon is pulled, pushed, slid, or knocked prone.			
Effect (Free Action): Each enemy in the dragon's aura falls prone.			
Str 26 (+20)	Dex 27 (+20)	Wis 25 (+19)	
Con 28 (+21)	Int 24 (+19)	Cha 22 (+18)	
Alignment unaligned		Languages Common, Draconic, Primordial	

VOLCANIC DRAGON

Volcanic dragons are foul-tempered, cruel, hateful, and ambitious. They are as destructive as earthquake dragons, but they veil their lust for devastation with the pursuit of a more lofty goal, such as rulership over a kingdom in the Elemental Chaos or revenge for a petty slight half a century in the past. In the end, these goals are all justifications. The volcanic dragons' true credo is: All things burn, and nothing burns more sweetly than flesh.

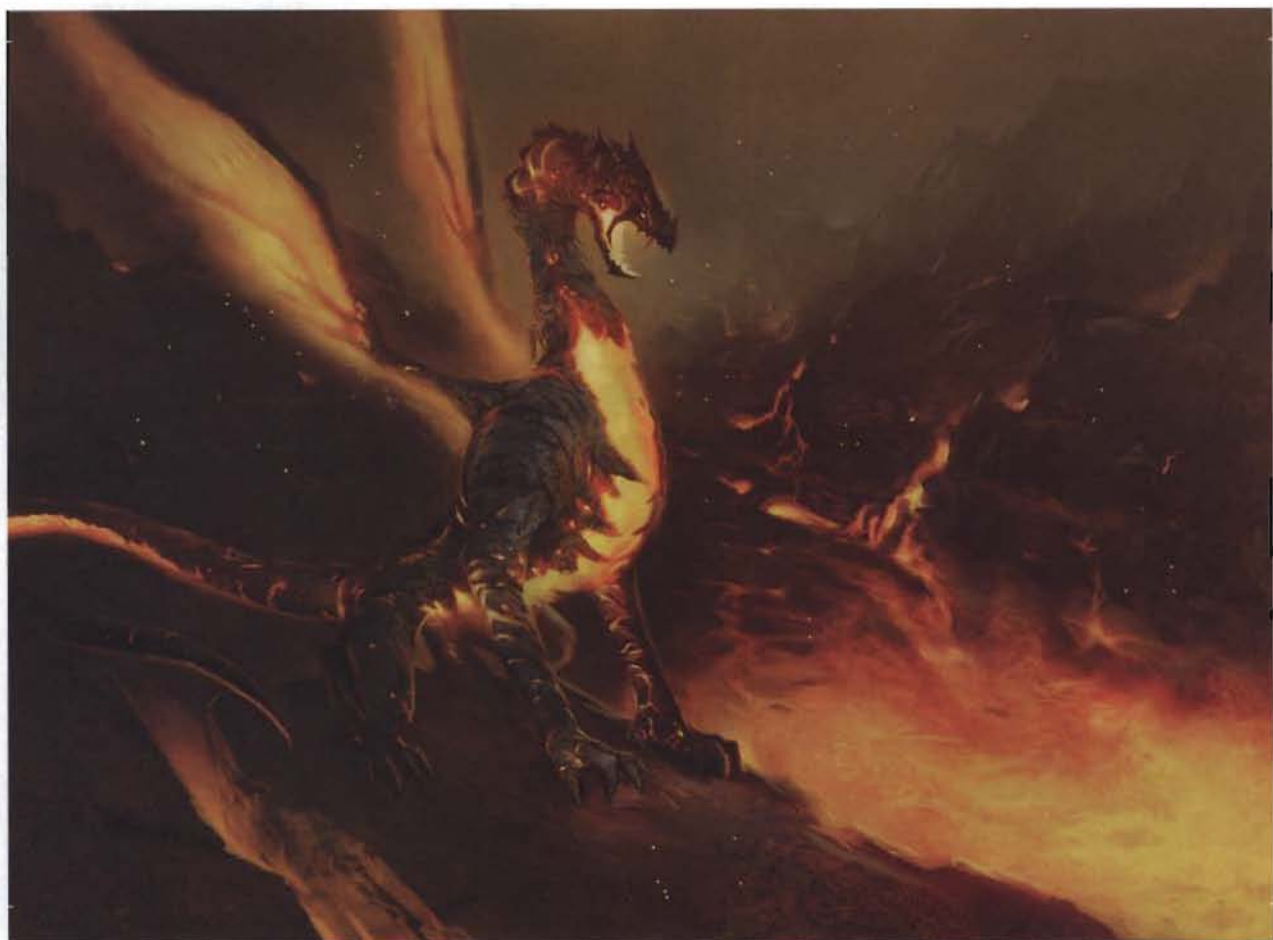
LORE

Arcana DC 25: When Io fell, one group of dragons present became consumed with a burning wrath. His demise clearly proved to them that Io was weak. And, since they had been made in Io's image, the dragons considered themselves to be weak as well. This idea filled the dragons with fury, and they turned to the primordial for the raw power they wanted. Vezzuvu, the Burning Mountain, answered their demands. Vezzuvu told the dragons that if they bathed in the white-hot lava of his volcanic domain, they would be cleansed of their weak flesh and gain more powerful bodies. The dragons heeded Vezzuvu's words and submerged themselves in the lava. Many died during the process, but those that survived arose from the pools of lava with new bodies.

At first, the new volcanic dragons were satisfied, but many soon came to think that they had not been given as great a gift as they were promised, or as much as they deserved. They spent their wrath on both the gods and Vezzuvu for a time, allying with both and betraying both. Today, neither god nor primordial accepts a volcanic dragon as anything more than a mercenary and a weapon, a tool to be used with extreme caution.

ENCOUNTERS

The perceived betrayal associated with their creation has left a legacy of mistrust among volcanic dragons. Volcanic dragons prefer to ally with elemental creatures, those that share their hatred of the world and its denizens. Volcanic dragons frequently ally with demons, fire giants and fire titans, efreet, fire archons, and salamanders, though they are not opposed to allying with nonfire creatures. A volcanic dragon might take up with nonelemental creatures if they can offer it power in exchange for service. Volcanic dragons have a one-track mind, so anyone who can make a compelling offer—and survive long enough to present it—can usually persuade a volcanic dragon to join an alliance for a limited time. Tracking down a volcanic dragon might require venturing into the heart of a volcano or delving into the burning depths of the Elemental Chaos.



Volcanic Dragon Wyrmling		Level 5 Brute
Medium elemental magical beast (fire, dragon)		XP 200
HP 77; Bloodied 38	Initiative +5	
AC 17, Fortitude 18, Reflex 16, Will 17	Perception +6	
Speed 6, fly 6 (clumsy)	Darkvision	
TRAITS		
☼ Noxious Fumes (poison) ◆ Aura 1		
Any enemy that ends its turn within the aura takes 3 poison damage.		
STANDARD ACTIONS		
⊕ Bite (fire) ◆ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d10 damage, and ongoing 5 fire damage (save ends).		
⊕ Claw ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 1d8 damage, and the target loses all fire resistance until the end of the dragon's next turn.		
⚡ Wyrmling Fury ◆ At-Will		
Requirement: The dragon must be bloodied.		
Effect: The wyrmling uses <i>bite</i> and <i>claw</i> .		
TRIGGERED ACTIONS		
Sudden Flare (fire) ◆ At-Will		
Trigger: The dragon is hit by a fire attack.		
Effect (Free Action): Each enemy in the dragon's aura takes 5 fire damage.		
Str 19 (+6)	Dex 16 (+5)	Wis 18 (+6)
Con 17 (+5)	Int 13 (+3)	Cha 15 (+4)
Alignment unaligned Languages Draconic, Primordial		

Young Volcanic Dragon		Level 10 Elite Brute
Large elemental magical beast (fire, dragon)		XP 1,000
HP 264; Bloodied 132	Initiative +10	
AC 22, Fortitude 23, Reflex 21, Will 22	Perception +11	
Speed 8, fly 8 (clumsy)	Darkvision	
Saving Throws +2; Action Points 1		
TRAITS		
☼ Noxious Fumes (poison) ◆ Aura 1		
Any enemy that ends its turn within the aura takes 5 poison damage.		
STANDARD ACTIONS		
⊕ Bite (fire) ◆ At-Will		
Attack: Melee 2 (one creature); +14 vs. AC		
Hit: 2d10 + 4 damage, and ongoing 5 fire damage (save ends).		
⊕ Claw ◆ At-Will		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 2d8 + 4 damage, and the target loses all fire resistance until the end of the dragon's next turn.		
⚡ Double Attack ◆ At-Will		
Effect: The dragon uses <i>bite</i> and <i>claw</i> or uses <i>claw</i> twice.		
MINOR ACTIONS		
⚡ Growing Heat (fire) ◆ Recharge at the start of any turn when <i>noxious fumes</i> is aura 1		
Effect: The <i>noxious fumes</i> expands to aura 3. At the start of the dragon's next turn, the <i>noxious fumes</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.		
Attack (No Action): Close burst 5 (enemies in burst); +13 vs. Reflex		
Hit: 2d10 + 4 fire damage, and ongoing 5 fire damage (save ends).		
Effect: The <i>noxious fumes</i> aura reverts to its original state and size (aura 1).		

Lava Vent (fire, zone) ◆ Recharge when first bloodied		
Effect: The dragon creates a zone in an area burst 1 within 10 squares that lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 5 fire damage.		
TRIGGERED ACTIONS		
Sudden Flare (fire) ◆ At-Will		
Trigger: The dragon is hit by a fire attack.		
Effect (Free Action): Each enemy in the dragon's <i>noxious fumes</i> aura takes 5 fire damage.		
Str 24 (+12)	Dex 21 (+10)	Wis 23 (+11)
Con 22 (+11)	Int 18 (+9)	Cha 20 (+10)
Alignment unaligned Languages Common, Draconic, Primordial		

Adult Volcanic Dragon		Level 15 Elite Brute
Large elemental magical beast (fire, dragon)		XP 2,400
HP 362; Bloodied 181	Initiative +12	
AC 27, Fortitude 28, Reflex 26, Will 27	Perception +13	
Speed 8, fly 8 (clumsy)	Darkvision	
Saving Throws +2; Action Points 1		
TRAITS		
☼ Noxious Fumes (poison) ◆ Aura 1		
Any enemy that ends its turn within the aura takes 5 poison damage.		
STANDARD ACTIONS		
⊕ Bite (fire) ◆ At-Will		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 2d10 + 5 damage, and ongoing 10 fire damage (save ends).		
⊕ Claw ◆ At-Will		
Attack: Melee 2 (one creature); +21 vs. AC		
Hit: 2d8 + 5 damage, and the target loses all fire resistance until the end of the dragon's next turn.		
⚡ Double Attack ◆ At-Will		
Effect: The dragon uses <i>bite</i> and <i>claw</i> or uses <i>claw</i> twice.		
MINOR ACTIONS		
⚡ Growing Heat (fire) ◆ Recharge at the start of any turn when <i>noxious fumes</i> is aura 1		
Effect: The <i>noxious fumes</i> expands to aura 3. At the start of the dragon's next turn, the <i>noxious fumes</i> expands to aura 5. At the start of its following turn, the dragon makes the following attack.		
Attack (No Action): Close burst 5 (enemies in burst); +18 vs. Reflex		
Hit: 2d10 + 5 fire damage, and ongoing 10 fire damage (save ends).		
Effect: The <i>noxious fumes</i> aura reverts to its original state and size (aura 1).		
Lava Vent (fire, zone) ◆ Recharge when first bloodied		
Effect: The dragon creates a zone in an area burst 1 within 10 squares that lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 10 fire damage.		
TRIGGERED ACTIONS		
Sudden Flare (fire) ◆ At-Will		
Trigger: The dragon is hit by a fire attack.		
Effect (Free Action): Each enemy in the dragon's <i>noxious fumes</i> aura takes 10 fire damage.		
Str 23 (+13)	Dex 20 (+12)	Wis 22 (+13)
Con 21 (+12)	Int 17 (+10)	Cha 19 (+11)
Alignment unaligned Languages Common, Draconic, Primordial		

DREAD WARRIOR

UNHOLY RITUALS THAT CALL FORTH UNDEAD HULKS usually raise shambling, mindless creatures. Dread warriors, on the other hand, rise to unlife possessed of enough martial skill to serve as formidable guardians. Each dread warrior is created with an unbreakable connection to its master that makes it utterly loyal.

Every dread warrior is bonded to a master or an item defined by the Dungeon Master. Some of a dread warrior's powers and traits relate to its master.

LORE

Religion DC 17: Although dread warriors are faithful, they are notorious for their inability to follow orders more complex than "Guard" or "Attack." They are incapable of scheming or turning against their master. They need neither sleep nor air. If a dread warrior's master is slain, the warrior might collapse into an inanimate heap, or it might go berserk, attacking whoever dealt the killing blow to its master. Some masters bond the creatures to magic items so that the warriors continue their watch even after a caster's death.

ENCOUNTERS

In some forgotten, dusty tombs, dread warriors might keep watch over the slumbering form of their lich



master or a forgotten shrine to a dark god. Most dread warriors are found in the service of powerful spellcasters and priests. Legend holds that the priests of Bane were the first to craft these warriors, creating them from the corpses of potent enemies.

DREAD PROTECTOR

Stories tell of powerful necromancers creating a dozen dread protectors to scatter about their bedrooms and workstations. There's a comfort, and an unfortunate stench, in the presence of these vigilant, sleepless guardians.

Dread Protector	Level 3 Soldier	
Medium natural animate (undead)	XP 150	
HP 47; Bloodied 23	Initiative +3	
AC 19, Fortitude 16, Reflex 13, Will 14	Perception +1	
Speed 5	Low-light vision	
TRAITS		
☼ Shield of Undeath ◆ Aura 1		
While the dread protector's master is within the protector's aura, the master takes half damage from melee and ranged attacks.		
Eyes of Undeath		
The dread protector's master can see or hear anything the protector can see or hear. The master can also speak through the protector.		
STANDARD ACTIONS		
⬇ Greataxe (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d12 + 4 damage, and the target is marked until the end of the protector's next turn.		
MOVE ACTIONS		
Protector's Call (teleportation) ◆ At-Will		
Effect: The protector teleports its speed to a square adjacent to its master.		
Str 16 (+4)	Dex 10 (+1)	Wis 11 (+1)
Con 15 (+3)	Int 4 (-2)	Cha 8 (+0)
Alignment unaligned		Languages understands Common
Equipment scale armor, greataxe		

DREAD PROTECTORS IN COMBAT

A dread protector's dull eyes reveal its near-mindless state. It cares nothing for its body or its undead allies. A protector lurches into attacks aimed at its master, causing the blows to slam into its dead flesh.

DREAD MARAUDER

Clad in moldering leathers and carrying a pair of short swords, a dread marauder serves as an undead scout and skirmisher. Its master can see through its eyes, allowing him or her to remain in the safety of a tower while the marauders hunt down intruders.

DREAD MARAUDERS IN COMBAT

Adventurers have mistaken a dread marauder's seemingly suicidal tendencies for a design flaw. In truth, a cunning necromancer uses dread marauders to gather intelligence on foes.

Dread Marauder	Level 5 Skirmisher
Medium natural animate (undead)	XP 200
HP 63; Bloodied 31	Initiative +7
AC 19, Fortitude 17, Reflex 17, Will 16	Perception +9
Speed 6	Low-light vision

TRAITS

Combat Advantage

The dread marauder deals 1d6 extra damage against any creature granting combat advantage to it.

In the Master's Defense

The dread marauder has combat advantage against each target adjacent to its master.

Eyes of Undeath

The dread marauder's master can see or hear anything the marauder can see or hear. The master can also speak through the marauder.

STANDARD ACTIONS

⚔ Short Sword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 2d6 + 6 damage.

🏹 Longbow (weapon) ♦ At-Will

Attack: Ranged 20/40 (one creature); +10 vs. AC

Hit: 1d10 + 4 damage.

↔ Skirmish Strike ♦ At-Will

Effect: The marauder shifts 3 squares and uses short sword or longbow.

Str 16 (+5) Dex 16 (+5) Wis 14 (+4)

Con 15 (+4) Int 4 (-1) Cha 9 (+1)

Alignment unaligned Languages understands Common

Equipment leather armor, short sword, longbow, 20 arrows

DREAD ARCHER

A necromancer creates dread archers to shoot anyone who attempts to approach the spellcaster or his or her fortification.

Dread Archer	Level 6 Artillery
Medium natural animate (undead)	XP 250

HP 57; Bloodied 28 Initiative +6
AC 18, Fortitude 18, Reflex 18, Will 17 Perception +5
Speed 6 Low-light vision

TRAITS

Eyes of Undeath

The dread archer's master can see or hear anything the archer can see or hear. The master can also speak through the archer.

Channel of Undeath

While the dread archer's master has line of sight to the archer, the master can make implement attacks as if it occupied the archer's square.

STANDARD ACTIONS

⚔ Short Sword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 1d6 + 7 damage.

🏹 Longbow (weapon) ♦ At-Will

Attack: Ranged 20/40 (one creature); +13 vs. AC

Hit: 1d10 + 3 damage.

💥 Arcing Volley (weapon) ♦ Encounter

Attack: Area burst 1 within 10 (enemies in burst); +13 vs. AC

Hit: 1d10 + 3 damage.

TRIGGERED ACTIONS

↔ Sustained Attack (weapon) ♦ At-Will

Trigger: An enemy is hit by the archer's master.

Attack (Immediate Reaction): Ranged 10 (triggering enemy); +13 vs. AC

Hit: 1d10 + 3 damage.

Str 16 (+6)	Dex 16 (+6)	Wis 14 (+5)
Con 15 (+5)	Int 4 (+0)	Cha 9 (+2)
Alignment unaligned	Languages understands Common	
Equipment short sword, longbow, 40 arrows		

DREAD ARCHERS IN COMBAT

A dread archer serves a simple purpose. It whittles away at an enemy's force with its arrows. The archer also has a second purpose. The bond between archer and master works as a conduit for powers, enabling a master to hurl spells through the archer.

DREAD GUARDIAN

Safe behind a dread guardian's heavy shield, a necromancer or a priest of a dark god can hurl powers without fear of interference.

Dread Guardian	Level 7 Soldier
Medium natural animate (undead)	XP 300

HP 79; Bloodied 39 Initiative +6
AC 23, Fortitude 19, Reflex 17, Will 18 Perception +5
Speed 5 Low-light vision

TRAITS

🛡 Shield of Undeath ♦ Aura 1

While the dread guardian's master is within the guardian's aura, the master takes half damage from all attacks.

Eyes of Undeath

The dread guardian's master can see or hear anything the guardian can see or hear. The master can also speak through the guardian.

STANDARD ACTIONS

⚔ Longsword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 2d8 + 6 damage.

Effect: The target is marked until the end of the guardian's next turn.

🏹 Longbow (weapon) ♦ At-Will

Attack: Ranged 20/40 (one creature); +12 vs. AC

Hit: 1d10 + 6 damage.

Effect: The target is marked until the end of the guardian's next turn.

TRIGGERED ACTIONS

⚔ Iron Rebuke (weapon) ♦ At-Will

Trigger: An enemy marked by the guardian attacks the guardian's master.

Attack (Opportunity Action): Melee 1 (triggering enemy); +14 vs. AC

Hit: 2d8 + 6 damage.

Str 16 (+6) Dex 12 (+4) Wis 14 (+5)

Con 15 (+5) Int 4 (+0) Cha 9 (+2)

Alignment unaligned Languages understands Common

Equipment scale armor, heavy shield, longsword, longbow, 20 arrows

DREAD GUARDIANS IN COMBAT

A guardian appears slack and vacant-eyed, even in the midst of battle. When its master is threatened, however, its appearance undergoes a startling transformation. It growls like a beast and moves with the agility and power of a leaping panther.

LURKING IN THE DARKEST REACHES of the Demonweb are the most devoted followers of Lolth, the drow. Abyssal drow collect into factions, each establishing its own domain within the Demonweb. Rather than vowing allegiance to a particular house in a city, these drow support powerful personalities, bold warriors, high priestesses, and the like. Each faction secures its holding with loyal drow, demons such as nycademons, ultrodemons, mariliths, and draegloths, and demonic spiders, yochlols, and other fiendish terrors.

LORE

Religion DC 23: The drow are a cursed people, a deviant and evil race firmly in Lolth's grip. Exiled from the Feywild for rising up against their eladrin kin, the drow nurse ancient grudges. They wallow in lies and cruelty, plotting vengeance against their ancestral enemies. Few drow escape their treacherous communities, instead finding an early death on the end of a poisoned blade or strapped to an altar of Lolth. A fraction of drow attain lasting power through an invitation to join the Spider Queen in the Demonweb.

ENCOUNTERS

Unlike dark elves in the world, abyssal drow are more likely to form stable alliances. They are no less treacherous, but the stakes in the Abyss are higher. If a drow joins the ranks of an exarch such as Eclavdra, he or she must set aside petty disputes to help seize victories and attain greater rank within the Abyss.

The Spider Queen's exarchs work to spread the goddess's influence across the planes. While in the Abyss, Eclavdra keeps the company of favored drow and Ladies of Spiders. Outside the Abyss, these exarchs might insinuate themselves into the societies of other races, serving as envoys to giants in the Shadowfell, treating with devils in the Nine Hells, or acting as ambassadors to efreetts in the City of Brass.

Drow abominations lurk in the gloom of the Abyss, hunting for intruders and serving only those mighty enough to bend the creatures' wills. Draegloths and driders are usually in the direct service of Lolth, working alongside mariliths, yochlols, and glabrezus.

DROW ZEALOT

The lowliest of abyssal drow are the zealots, drow warriors warped by magic to manifest a spider curse. The ranks of zealots are filled by drow who failed to serve with the proper mix of deference, gratitude, and obedience.

Drow Zealot		Level 23 Brute
Medium fey humanoid		XP 5,100
HP 265; Bloodied 132		Initiative +18
AC 35, Fortitude 36, Reflex 35, Will 33		Perception +11
Speed 7		Darkvision
Resist 10 poison		
TRAITS		
☼ Spider Host (poison) ◆ Aura 1		
While the zealot is bloodied, any enemy within the zealot's aura that becomes bloodied takes ongoing 20 poison damage (save ends).		
STANDARD ACTIONS		
⚔ Fullblade (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +28 vs. AC		
Hit: 3d12 + 19 damage.		
Miss: The zealot gains a +2 bonus to melee attack rolls and a +5 bonus to melee damage rolls until the end of its next turn.		
MINOR ACTIONS		
☼ Darkfire ◆ Encounter		
Attack: Ranged 10 (one creature); +26 vs. Reflex		
Hit: The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the zealot's next turn.		
TRIGGERED ACTIONS		
☼ Spider Burst (poison, zone)		
Trigger: The zealot drops to 0 hit points.		
Effect (No Action): The zealot's death creates a zone in a close burst 1 that lasts until the end of the encounter. The zone is difficult terrain, and any creature that starts its turn within the zone takes 10 poison damage.		
Str 27 (+19)	Dex 24 (+18)	Wis 10 (+11)
Con 25 (+18)	Int 12 (+12)	Cha 21 (+16)
Alignment chaotic evil		Languages Abyssal, Common, Elven
Equipment fullblade		

DROW ZEALOTS IN COMBAT

Combat is a drow zealot's chance to prove his or her devotion to Lolth, so these warriors hurl themselves into the thick of battle. Zealots harbor a demonic spider infestation. These spiders scuttle out from the zealots' orifices and crawl onto their host's opponents, infecting them with poison. As the zealot's injuries mount, the spiders become agitated. When a zealot falls, the spiders erupt from the corpse, filling the area with toxic webbing.

DRAEGLOTH ABOMINATION

Abyssal dark elves have a connection with demons. Most drow are content to summon and bind demons, but a few deranged priestesses call fiends for foul rituals that mingle demonic blood with that of driders. The horrendous products of these unions are both drider and draegloth, and they are among the most feared creatures in the Abyss.

Draegloth Abomination		Level 24 Lurker
Huge elemental magical beast (demon)		XP 6,050
HP 175; Bloodied 87	Initiative +23	
AC 38, Fortitude 37, Reflex 35, Will 33	Perception +20	
Speed 8, climb 8 (spider climb)	Darkvision, tremorsense 10	
STANDARD ACTIONS		
⚔ Claw ◆ At-Will		
Attack: Melee 3 (one creature); +29 vs. AC		
Hit: 2d10 + 10 damage, or 4d10 + 10 against dazed creatures.		
⚔ Slashing Claws ◆ At-Will		
Effect: The abomination uses claw against two different targets.		
⚔ Tethering Web (poison) ◆ At-Will		
Attack: Ranged 5 (one creature, or two creatures while the abomination is bloodied); +27 vs. Reflex		
Hit: 1d10 + 10 poison damage, and the target is tethered (save ends). While the target is tethered, it is dazed, and the abomination can pull the target to a square adjacent to it during the abomination's turn as a free action.		
MINOR ACTIONS		
⚔ Maddening Darkness (psychic, zone) ◆ Encounter		
Attack: Close burst 2 (creatures in burst); +27 vs. Will		
Hit: The target is slowed and dazed until the end of the abomination's next turn.		
Effect: The burst creates a zone that lasts until the end of the abomination's next turn. The zone blocks line of sight for all creatures except the abomination. Any creature other than the abomination is blinded while within the zone.		
TRIGGERED ACTIONS		
⚔ Variable Resistance ◆ 3/Encounter		
Trigger: The abomination takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The abomination gains resist 20 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
⚔ Dark Leap (teleportation) ◆ Recharge when first bloodied		
Trigger: An enemy damages the abomination.		
Effect (Immediate Reaction): Maddening darkness recharges, and the abomination uses it. The abomination then teleports 8 squares.		
Skills Religion +23, Stealth +24		
Str 27 (+20)	Dex 24 (+19)	Wis 17 (+15)
Con 25 (+19)	Int 22 (+18)	Cha 19 (+16)
Alignment chaotic evil Languages Abyssal, Elven		



monster then yanks its prisoner to within reach of its eviscerating claws.

DRAEGLOTH ABOMINATION LORE

Arcana DC 29: The practice of making draegloths is not exclusive to drow. Driders also perform the profane creation rituals. A drider-born draegloth is an impressive creature, representing the height of Lolth's favor and the most perverse of creations. These fiends cannot be controlled, however, and they usually bring ruin to their creators. For that reason, most draegloth abominations are gifted to Lolth, so that the creatures threaten only those who dare venture into the Demonweb Pits.

DROW SHADOWBLADE

Cloaked in darkness, a shadowblade steals through the dark corridors of the Demonweb, fulfilling some sinister charge from the powers there. Few drow dare to follow the path to becoming a shadowblade, but those who have the audacity and the skill are rewarded with Lolth's personal blessing. Lolth encourages strife and treachery among her people, so when a drow assassin succeeds in killing the ruling high priestess of a drow city, she brings that individual to her court. The Spider Queen rewards her most cunning, treacherous, and deadly assassins with the power of the shadowblade.

DRAEGLOTH ABOMINATIONS IN COMBAT

With its long, wicked claws, spiderlike legs, and gnashing teeth, the heritage of a draegloth abomination is apparent. An abomination combines drider cunning with demonic ferocity, making it a patient hunter and a brutal killer. A draegloth stalks its prey from the shadows until the opportune moment arrives to leap out and coat its victim in webbing. The

Drow Shadowblade Medium fey humanoid	Level 24 Lurker XP 6,050
HP 171; Bloodied 85 AC 39, Fortitude 34, Reflex 37, Will 36 Speed 7, phasing	Initiative +24 Perception +24 Darkvision
STANDARD ACTIONS	
⊕ Short Sword (weapon) ◆ At-Will Attack: Melee 1 (one creature); +29 vs. AC Hit: 2d6 + 15 damage.	
⊕ Shadow Strike (necrotic, weapon, zone) ◆ At-Will Attack: Melee 1 (one creature flanked by the shadowblade and its animated shadow); +29 vs. AC Hit: 2d6 + 15 damage plus 10 necrotic damage, and the animated shadow ends and creates a zone in a close burst 2 centered on its square and including its square. The zone lasts until the end of the shadowblade's next turn. The zone blocks line of sight for all creatures except the shadowblade. Any creature other than the shadowblade is blinded while within the zone.	
⚡ Animated Shadow ◆ Recharge when the shadowblade's animated shadow ends Effect: The shadowblade creates an animated shadow in an unoccupied square within 10 squares of it. The shadow lasts until the end of the shadowblade's next turn. The shadow counts as an ally for the purpose of flanking with the shadowblade. When the shadowblade moves on its turn, it slides the shadow an equal number of squares.	
MINOR ACTIONS	
⚡ Soulrot Venom (necrotic, poison) ◆ Recharge when first bloodied Effect: The next enemy the shadowblade hits before the end of the encounter is weakened (save ends). First Failed Saving Throw: The enemy takes ongoing 15 necrotic and poison damage (save ends). Second Failed Saving Throw: The enemy cannot benefit from immunities or resistances (save ends).	
TRIGGERED ACTIONS	
⊕ Persistent Blade ◆ Recharge ☹ ☹ ☹ Trigger: The shadowblade misses an enemy with a melee attack. Effect (Free Action): The shadowblade uses short sword against a different enemy.	
Skills Acrobatics +25, Stealth +25, Thievery +25 Str 16 (+15) Dex 27 (+20) Wis 24 (+19) Con 21 (+17) Int 22 (+18) Cha 19 (+16) Alignment chaotic evil Languages Abyssal, Common, Elven Equipment leather armor, short sword	

DROW SHADOWBLADES IN COMBAT

A drow shadowblade stays out of view, watching and waiting for the perfect time to strike. While hidden, it might poison its blade and bring forth an animated shadow to aid in its next assassination attempt. When the time is right, the shadowblade darts into combat with its shadow and strikes down an isolated opponent with speed and precision. A shadowblade aims to eliminate either the weakest enemy, reducing the foe's numbers, or the strongest enemy, hoping that its allies can handle the others.

DROW ARCHMAGE

The most powerful and perverse drow mages are welcomed into the Abyss, where they can serve Lolth directly. There, they warp their flesh and souls toward Lolth's depraved ends.

Drow Archmage Medium fey humanoid	Level 25 Artillery XP 7,000
HP 178; Bloodied 89 AC 37, Fortitude 36, Reflex 37, Will 39 Speed 7	Initiative +19 Perception +14 Darkvision
STANDARD ACTIONS	
⊕ Dagger (weapon) ◆ At-Will Attack: Melee 1 (one creature); +30 vs. AC Hit: 2d4 + 15 damage, and the target takes a -4 penalty to attack rolls until the end of the archmage's next turn.	
⊕ Abyssal Bolt (acid, poison) ◆ At-Will Attack: Ranged 20 (one creature); +30 vs. Reflex Hit: 4d8 + 15 acid and poison damage.	
⊕ Cruel Banishing (teleportation) ◆ Encounter Attack: Melee 1 (one creature); +30 vs. Fortitude Hit: The archmage teleports the target 7 squares, and the target is dazed (save ends).	
⚡ Demonic Grasp (poison) ◆ Encounter Attack: Ranged 10 (one creature); +30 vs. Fortitude Hit: The target is immobilized and suspended 1 square up (save ends both). While this effect lasts, whenever the target or one of its allies deals damage to a demon, drow, or spider, the target takes 10 poison damage.	
MINOR ACTIONS	
⚡ Unwholesome Sacrifice (necrotic) ◆ Recharge ☹ ☹ Effect: The archmage deals 20 damage to an ally adjacent to it. In addition, the archmage recharges one encounter power or deals 10 extra damage on its next ranged attack before the end of its next turn.	
⚡ Darkfire ◆ Encounter Attack: Ranged 10 (one creature); +30 vs. Reflex Hit: The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the archmage's next turn.	
Skills Arcana +23 Str 13 (+13) Dex 25 (+19) Wis 14 (+14) Con 22 (+18) Int 22 (+18) Cha 28 (+21) Alignment chaotic evil Languages Abyssal, Common, Elven Equipment dagger	

DROW ARCHMAGES IN COMBAT

A drow archmage commands abyssal power through force of personality. Despite their power, drow archmages fear death and the torment that awaits their souls. Thus, an archmage will abandon his or her thralls if a battle goes poorly.

DROW EXALTED CONSORT

Male drow have few ways to distinguish themselves in the matriarchal culture of their people. Most are consigned to ignoble ends, used and then discarded by the priestesses. The few male drow who rise above their station as slaves or artisans might serve as warriors, or, if blessed, gain places as consorts.

Exalted consorts are among the greatest drow warriors, possessing a blend of combat prowess and beauty. Lolth gathers such warriors in the Demonweb, where she infuses them with divine power to make them worthy to serve her and her mightiest priestesses.

Drow Exalted Consort		Level 25 Skirmisher
Medium fey humanoid		XP 7,000
HP 224; Bloodied 112	Initiative +23	
AC 39, Fortitude 35, Reflex 39, Will 37	Perception +17	
Speed 6	Darkvision	
STANDARD ACTIONS		
⊕ Longsword (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +30 vs. AC		
Hit: 2d8 + 9 damage.		
⊕ Warding Blades (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +30 vs. AC		
Hit: 4d8 + 9 damage, and the consort gains a +6 bonus to AC against opportunity attacks until the start of its next turn.		
⊕ Blurring Steel ♦ Recharge when the consort moves at least 3 squares during its turn.		
Effect: The consort uses <i>longsword</i> three times. Two of these attacks can target the same creature.		
MINOR ACTIONS		
⚡ Darkfire Revelation (fire) ♦ Encounter		
Attack: Close burst 1 (enemies in burst); +28 vs. Reflex		
Hit: 2d8 + 9 fire damage.		
Effect: The target grants combat advantage and cannot benefit from invisibility or concealment (save ends both).		
TRIGGERED ACTIONS		
⚡ Lolth's Favor (teleportation) ♦ Encounter		
Trigger: The consort becomes bloodied.		
Effect (<i>Immediate Reaction</i>): The consort teleports 7 squares, and each enemy adjacent to the consort after the teleport grants combat advantage until the end of the encounter.		
Str 21 (+17)	Dex 29 (+21)	Wis 20 (+17)
Con 16 (+15)	Int 14 (+14)	Cha 25 (+19)
Alignment chaotic evil Languages Abyssal, Common, Elven		
Equipment 2 longswords		

DROW EXALTED CONSORTS IN COMBAT

In battle, drow exalted consorts press the attack against enemies, maneuvering to interfere with foes who attempt to affront their mistresses. Exalted consorts chase down any opponents who bypass them, using *warding blades* to keep up their defenses. Consorts are selfless combatants, throwing themselves willingly upon enemy weapons to delay or hinder foes.

DROW LADY OF SPIDERS

The greatest of Lolth's priestesses hope to attain the title of Lady of Spiders. Only sixty-six of these fearsome priestesses exist. The only way for an ambitious priestess to attain the title is to slay one of those sixty-six in order to clear room for herself.

LADIES OF SPIDERS IN COMBAT

A Lady of Spiders commands a force of demons, drow, or spiders. She shrieks orders to her servants to engage the enemy, while she provides support from the rear. From cocoons of shadow, she brings forth demonic spiders to thwart her foes. In battle, opponents constantly hear her sinister whispers compelling them to obey her commands or suffer excruciating mental pain.

Drow Lady of Spiders		Level 27 Elite Controller (Leader)
Medium fey humanoid		XP 22,000
HP 494; Bloodied 247	Initiative +21	
AC 41, Fortitude 37, Reflex 40, Will 42	Perception +20	
Speed 7	Darkvision	
Saving Throws +2; Action Points 1		
TRAITS		
⚡ Lolth's Blessings (healing) ♦ Aura 2		
Any bloodied demon, drow, or spider ally that starts its turn within the aura regains 10 hit points.		
Sensitive to Light		
Whenever the Lady of Spiders takes radiant damage, her <i>Lolth's blessings</i> aura doesn't function until the end of her next turn.		
STANDARD ACTIONS		
⊕ Scourge (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +32 vs. AC		
Hit: 3d8 + 22 damage, and the Lady of Spiders slides the target 2 squares.		
⊕ Conjure Venom (poison) ♦ At-Will		
Attack: Ranged 10 (one creature); +30 vs. Fortitude		
Hit: 2d10 + 15 poison damage.		
⚡ Cocooning Webs (poison) ♦ At-Will		
Attack: Ranged 5 (one creature); +30 vs. Reflex		
Hit: The target is restrained and takes ongoing 25 poison damage (save ends both).		
Afterside: The target is slowed (save ends).		
⚡ Irrefutable Command (charm) ♦ Recharge ☞ ☞		
Attack: Close burst 3 (one or two creatures in burst); +32 vs. Will		
Hit: The target chooses either to take 50 psychic damage or to charge a creature that the Lady of Spiders designates.		
⚡ Bring Forth the Widows (poison) ♦ Recharge when the created spider drops to 0 hit points		
Effect: The Lady of Spiders creates a Medium demonic spider in an unoccupied square within 10 squares of her. The spider occupies 1 square and lasts until the end of the encounter or until it drops to 0 hit points. The spider has 100 hit points and uses the Lady of Spiders' defenses. The spider has speed 8 and climb 8 (spider climb), and it can move its speed when the Lady of Spiders takes a move action. The spider must remain on a solid surface.		
MINOR ACTIONS		
⊕ Widow Attack ♦ At-Will (1/round)		
Effect: The demonic spider created by the Lady of Spiders makes the following attack.		
Attack: Melee 1 (one creature adjacent to the spider); +32 vs. AC		
Hit: 2d8 + 9 damage, and ongoing 10 poison damage (save ends).		
TRIGGERED ACTIONS		
⊕ Widow Counterattack ♦ At-Will		
Trigger: An enemy would provoke an opportunity attack from the demonic spider created by the Lady of Spiders.		
Attack (<i>Opportunity Action</i>): Melee 1 (the triggering enemy); +32 vs. AC		
Hit: 2d8 + 9 damage, and ongoing 10 poison damage (save ends).		
⚡ Fearsome Wrath (fear) ♦ Recharge when first bloodied		
Trigger: An enemy hits the Lady of Spiders with a melee attack.		
Attack (<i>Immediate Reaction</i>): Close blast 5 (enemies in blast, which must include the triggering enemy); +31 vs. Will		
Hit: The Lady of Spiders pushes the target 5 squares, and the target is stunned until the end of its next turn.		
Skills Bluff +27, Diplomacy +27, Intimidate +27		
Str 14 (+15)	Dex 26 (+21)	Wis 25 (+20)
Con 23 (+19)	Int 25 (+20)	Cha 29 (+22)
Alignment chaotic evil Languages Abyssal, Common, Elven		
Equipment scourge		

ELEMENTAL

THE ELEMENTAL CHAOS constantly births creatures of air, earth, water, and fire. They run as wild as nymphs, drowning, burning, burying, and spinning. These elementals split and collide, creating and destroying in equal parts. Water beats against earth and douses fire; air sends earth up in a flurry; fire flares under air's light touch. This is the natural way of the elements and the creatures they comprise.

LORE

Arcana DC 21: Air, earth, fire, and water elementals are the purest of their kind. Any spellcaster who wants to dabble in the summoning and binding of elemental entities first starts with these simple elemental creatures. Although the ritual required to summon them is easy, the one used to bind them in servitude is more complex. Sometimes, a young spellcaster's ambition leads him or her to call forth creatures that cannot be controlled. Unbound elementals invariably go on a destruction spree.

ENCOUNTERS

The four simplest elementals are found either under the control of someone who brought them forth with a ritual or in areas where the raw power of the Elemental Chaos intrudes into the world.

Cults of the Elder Elemental Eye frequently use elementals as guards or participants in sacrificial rituals. Aside from elemental cults, spellcasters who

have a talent for summoning magic—from the lowliest kobold shaman to the most skilled drow sorcerer—use these creatures as disposable guards and marauders.

AIR ELEMENTAL

Howling winds, dirt, and debris fly from the ground as an air elemental lobs a foe into the sky. Then the creature vanishes, and only beings that have keen

Lesser Air Elemental	Level 1 Lurker
Small elemental magical beast (air)	XP 100
HP 23; Bloodied 11	Initiative +7
AC 15, Fortitude 12, Reflex 14, Will 13	Perception +0
Speed 0, fly 6 (hover)	
Vulnerable 5 fire	
TRAITS	
Phantom on the Wind	
The lesser air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.	
STANDARD ACTIONS	
⊕ Slam ◆ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC Hit: 1d6 + 4 damage.	
↓ Grasp of Storms ◆ At-Will	
Attack: Melee 1 (one creature that can't see the elemental); +4 vs. Reflex Hit: 2d6 + 4 damage, and elemental grabs the target. Until the grab ends, the target takes ongoing 5 damage, and any ranged or melee attacks that hit the elemental deal half damage to the target.	
Skills Stealth +8	
Str 16 (+3)	Dex 17 (+3) Wis 11 (+0)
Con 11 (+0)	Int 5 (-3) Cha 8 (-1)
Alignment unaligned Languages understands Primordial	

Air Elemental	Level 10 Lurker
Medium elemental magical beast (air)	XP 500
HP 81; Bloodied 40	Initiative +15
AC 24, Fortitude 21, Reflex 23, Will 22	Perception +5
Speed 0, fly 8 (hover)	
Vulnerable 5 fire	
TRAITS	
Phantom on the Wind	
The air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.	
STANDARD ACTIONS	
⊕ Slam ◆ At-Will	
Attack: Melee 1 (one creature); +15 vs. AC Hit: 2d8 + 5 damage.	
⚡ Rampant Storm ◆ At-Will	
Attack: Close blast 3 (enemies in blast); +13 vs. Reflex Hit: 3d8 + 5 damage, and the target is dazed until the end of the air elemental's next turn if it could not see the elemental before the attack.	
Skills Stealth +16	
Str 20 (+10)	Dex 22 (+11) Wis 11 (+5)
Con 15 (+7)	Int 5 (+2) Cha 8 (+4)
Alignment unaligned Languages understands Primordial	

Greater Air Elemental	Level 20 Lurker
Large elemental magical beast (air)	XP 2,800
HP 143; Bloodied 71	Initiative +22
AC 34, Fortitude 31, Reflex 33, Will 32	Perception +10
Speed 0, fly 10 (hover)	
Vulnerable 10 fire	
TRAITS	
Phantom on the Wind	
The greater air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.	
STANDARD ACTIONS	
⊕ Slam ◆ At-Will	
Attack: Melee 2 (one creature); +25 vs. AC Hit: 3d10 + 8 damage.	
↓ Engulfing Winds ◆ At-Will	
Attack: Melee 2 (one creature that can't see the elemental); +23 vs. Fortitude Hit: The elemental slides the target 1 square into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 20 damage. When the elemental moves, the grabbed creature moves with it, remaining in the elemental's space. The elemental moves at full speed while it has a creature grabbed, and it need not spend a standard action or make an attack roll to move a grabbed creature.	
Skills Stealth +23	
Str 22 (+16)	Dex 27 (+18) Wis 11 (+10)
Con 17 (+13)	Int 5 (+7) Cha 8 (+9)
Alignment unaligned Languages understands Primordial	

eyes and ears can hope to spot it. An air elemental is a capricious creature that delights in sending earth-bound foes hurtling through the air. The mightiest air elementals sometimes congregate in fierce storms that scour areas clean of life.

AIR ELEMENTALS IN COMBAT

An air elemental delights in battering its enemies in a howling cyclone. The creature lurks near the edges of melee, waiting until everyone has lost track of it before blasting into the fray.

The strongest air elemental approaches its prey like the barest wisp of a breeze; then it explodes with hurricane force to grasp its prey in rending winds. The victim is borne aloft, perhaps falling to its death if it manages to escape.

EARTH ELEMENTAL

Composed of rock and infused with a glimmer of sentience, earth elementals form the vanguard of cults associated with Ogrémoch (page 160) and other creatures of earth and stone. When yanked from its home, an earth elemental harbors the rumbling fury of an earthquake.

The smallest earth elementals are humanoid-shaped masses of rock and earth that fight alongside the cultists and the spellcasters who summon them. The largest earth elementals bow only to the will of powerful elementals or the most skilled spellcasters.

Lesser Earth Elemental		Level 2 Soldier
Small elemental magical beast (earth)		XP 125
HP 42; Bloodied 21		Initiative +1
AC 17, Fortitude 15, Reflex 12, Will 13		Perception +1
Speed 5, burrow 5		Tremorsense 5
TRAITS		
Earth Glide		
The lesser earth elemental can pass through earth and rock as if it were phasing.		
Brittle Skin		
Whenever the lesser earth elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.		
STANDARD ACTIONS		
⊕ Slam ♦ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 5 damage, and the target cannot shift until the end of the elemental's next turn.		
TRIGGERED ACTIONS		
Overwhelming Stone ♦ Recharge when first bloodied		
Trigger: An enemy adjacent to the elemental hits an ally of the elemental with a melee attack.		
Effect (Immediate Reaction): The triggering enemy falls prone.		
Str 17 (+4)	Dex 6 (-1)	Wis 11 (+1)
Con 18 (+5)	Int 5 (-2)	Cha 6 (-1)
Alignment unaligned Languages understands Primordial		

Earth Elemental		Level 11 Soldier
Medium elemental magical beast (earth)		XP 600
HP 119; Bloodied 59		Initiative +5
AC 26, Fortitude 24, Reflex 21, Will 22		Perception +5
Speed 7, burrow 7		Tremorsense 5
Vulnerable thunder (see <i>brittle skin</i>)		
TRAITS		
Earth Glide		
The earth elemental can pass through earth and rock as if it were phasing.		
Brittle Skin		
Whenever the earth elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.		
STANDARD ACTIONS		
⊕ Slam ♦ At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 3d8 + 6 damage, and the target cannot shift until the end of the elemental's next turn.		
⚡ Quake Stomp ♦ Recharge when first bloodied		
Attack: Close burst 4 (enemies in burst); +14 vs. Fortitude		
Hit: 2d8 + 6 damage, and the elemental slides the target 2 squares and knocks it prone.		
Str 22 (+11)	Dex 6 (+3)	Wis 11 (+5)
Con 23 (+11)	Int 5 (+2)	Cha 6 (+3)
Alignment unaligned Languages understands Primordial		

Greater Earth Elemental		Level 22 Soldier
Large elemental magical beast (earth)		XP 4,150
HP 212; Bloodied 106		Initiative +11
AC 37, Fortitude 35, Reflex 32, Will 33		Perception +11
Speed 9, burrow 9		Tremorsense 5
Vulnerable thunder (see <i>brittle skin</i>)		
TRAITS		
Earth Glide		
The greater earth elemental can pass through earth and rock as if it were phasing.		
Brittle Skin		
Whenever the greater earth elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.		
STANDARD ACTIONS		
⊕ Slam ♦ At-Will		
Attack: Melee 2 (one creature); +27 vs. AC		
Hit: 4d8 + 12 damage, and the target cannot shift until the end of the elemental's next turn.		
⚡ Flattening Stomp ♦ Recharge when first bloodied		
Attack: Melee 2 (one creature); +25 vs. Reflex		
Hit: 5d8 + 20 damage.		
Effect: The target and each enemy within 2 squares of it falls prone.		
Str 27 (+19)	Dex 6 (+9)	Wis 11 (+11)
Con 28 (+20)	Int 5 (+8)	Cha 6 (+9)
Alignment unaligned Languages understands Primordial		

EARTH ELEMENTALS IN COMBAT

A cultist or a spellcaster calls an earth elemental into battle, where it stands at the forefront of combat. The elemental is at one with the landscape and disconcerts foes when it moves through walls and rocks. The creature manipulates the earth to unbalance foes, and it uses its mass to pummel them. Although incredibly strong, an earth elemental is far from clever. The creature must have a target clearly defined, or it might rampage against any creature or structure on the battlefield.

FIRE ELEMENTAL

A fire elemental hungers for fresh fuel. It darts from enemy to enemy, igniting each in turn. Survivors who have faced these creatures claim that the elementals cackle gleefully with each new flame. The weakest of the fire elementals is barely the size of a campfire, but the energy that roils inside it can quickly burn a house to the ground.

Lesser Fire Elemental		Level 1 Skirmisher
Small elemental magical beast (fire)		XP 100
HP 27; Bloodied 13	Initiative +6	
AC 14, Fortitude 12, Reflex 14, Will 13	Perception +1	
Speed 8, fly 4 (clumsy)		
TRAITS		
Frozen in Place		
Whenever the lesser fire elemental takes cold damage, it cannot shift until the end of its next turn.		
STANDARD ACTIONS		
⊕ Slam (fire) ◆ At-Will		
Attack: Melee 1 (one creature); +4 vs. Reflex		
Hit: Ongoing 5 fire damage (save ends).		
MINOR ACTIONS		
Flickering Flame ◆ At-Will		
Effect: The elemental shifts 1 square.		
TRIGGERED ACTIONS		
Heart of Flame (fire)		
Trigger: An enemy adjacent to a lesser fire elemental misses it with a melee attack.		
Effect (No Action): That enemy takes 3 fire damage.		
Str 10 (+0)	Dex 19 (+4)	Wis 13 (+1)
Con 11 (+0)	Int 5 (-3)	Cha 6 (-2)
Alignment unaligned	Languages understands Primordial	

Fire Elemental		Level 11 Skirmisher
Medium elemental magical beast (fire)		XP 600
HP 107; Bloodied 53	Initiative +14	
AC 24, Fortitude 22, Reflex 24, Will 23	Perception +6	
Speed 10, fly 6 (clumsy)		
Vulnerable cold (see <i>frozen in place</i>)		
TRAITS		
Frozen in Place		
Whenever the fire elemental takes cold damage, it cannot shift until the end of its next turn.		
STANDARD ACTIONS		
⊕ Slam (fire) ◆ At-Will		
Attack: Melee 1 (one creature); +14 vs. Reflex		
Hit: Ongoing 10 fire damage (save ends).		
MINOR ACTIONS		
Flickering Flame ◆ At-Will		
Effect: The elemental shifts 2 squares.		
TRIGGERED ACTIONS		
Seething Fire (fire) ◆ At-Will		
Trigger: An attack hits the elemental.		
Effect (Free Action): Each enemy adjacent to the elemental takes 5 fire damage.		
Str 10 (+5)	Dex 24 (+12)	Wis 13 (+6)
Con 11 (+5)	Int 5 (+2)	Cha 6 (+3)
Alignment unaligned	Languages understands Primordial	

FIRE ELEMENTALS IN COMBAT

Driven only to ignite and burn, a fire elemental enters battle with little heed for its own existence. It seeks out the densest concentration of enemies and darts among them, setting each alight. With a wrathful temperament that befits its nature, a fire elemental hounds a foe that injures it unless held in close command.



Greater Fire Elemental	Level 21 Skirmisher
Large elemental magical beast (fire)	XP 3,200
HP 187; Bloodied 93	Initiative +21
AC 34, Fortitude 32, Reflex 34, Will 33	Perception +11
Speed 12, fly 8	
Vulnerable cold (see <i>frozen in place</i>)	
TRAITS	
Frozen in Place	
Whenever the greater fire elemental takes cold damage, it cannot shift until the end of its next turn.	
STANDARD ACTIONS	
⊕ Slam (fire) ⊕ At-Will	
Attack: Melee 1 (one creature); +24 vs. Reflex	
Hit: Ongoing 15 fire damage (save ends).	
MINOR ACTIONS	
Flickering Flame ⊕ At-Will	
Effect: The elemental shifts 6 squares.	
TRIGGERED ACTIONS	
⚡ Hungry Flames (fire) ⊕ At-Will	
Trigger: An enemy attacks the elemental.	
Attack (<i>Immediate Reaction</i>): Close burst 3 (enemies in burst); +24 vs. Reflex	
Hit: 2d6 + 2 fire damage.	
Str 10 (+10)	Dex 29 (+19) Wis 13 (+11)
Con 11 (+10)	Int 5 (+7) Cha 6 (+8)
Alignment unaligned Languages understands Primordial	

WATER ELEMENTAL

A swirling creature of living liquid, a water elemental derives sustenance from the dying gasps of creatures that drown in its grip. Spellcasters often place water elementals in innocent-seeming pools. Whether in an enclosed body of water or in the seas of the Elemental Chaos, water elementals overturn vessels out of spite.

Lesser Water Elemental	Level 1 Controller
Small elemental magical beast (aquatic, water)	XP 100
HP 29; Bloodied 14	Initiative +2
AC 15, Fortitude 14, Reflex 13, Will 12	Perception +0
Speed 6, swim 6	
TRAITS	
Aquatic	
The lesser water elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
Sensitive to Cold	
Whenever the lesser water elemental takes cold damage, it gains vulnerable 5 against the next attack that hits it before the end of its next turn.	
STANDARD ACTIONS	
⊕ Slam ⊕ At-Will	
Attack: Melee 1 (one creature); +4 vs. Reflex	
Hit: 1d6 damage, and ongoing 5 damage (save ends).	
⚡ Whelm ⊕ Encounter	
Attack: Close blast 3 (enemies in blast); +4 vs. Fortitude	
Hit: 2d6 + 2 damage, and the elemental pushes the target 2 squares and knocks it prone.	
MINOR ACTIONS	
Drowning Essence ⊕ At-Will (1/round)	
Effect: The elemental slides each creature that has ongoing damage from its <i>slam</i> 1 square.	
Str 16 (+3)	Dex 14 (+2) Wis 11 (+0)
Con 13 (+1)	Int 5 (-3) Cha 8 (-1)
Alignment unaligned Languages understands Primordial	

Water Elemental	Level 11 Controller
Medium elemental magical beast (aquatic, water)	XP 600
HP 111; Bloodied 55	Initiative +8
AC 25, Fortitude 24, Reflex 23, Will 22	Perception +5
Speed 6, swim 6	
Vulnerable cold (see <i>sensitive to cold</i>)	
TRAITS	
Aquatic	
The elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
Sensitive to Cold	
Whenever the water elemental takes cold damage, it gains vulnerable 5 against the next attack that hits it before the end of its next turn.	
STANDARD ACTIONS	
⊕ Slam ⊕ At-Will	
Attack: Melee 1 (one creature); +14 vs. Reflex	
Hit: 2d6 damage, and ongoing 10 damage (save ends).	
⚡ Whirlpool ⊕ Encounter	
Attack: Close burst 2 (enemies in burst); +14 vs. Fortitude	
Hit: 4d6 + 7 damage, and the elemental slides the target 3 squares.	
MINOR ACTIONS	
Drowning Essence ⊕ At-Will (1/round)	
Effect: The elemental slides each creature that has ongoing damage from its <i>slam</i> 2 squares.	
Str 20 (+10)	Dex 16 (+8) Wis 11 (+5)
Con 15 (+7)	Int 5 (+2) Cha 8 (+4)
Alignment unaligned Languages understands Primordial	

Greater Water Elemental	Level 20 Controller
Large elemental magical beast (aquatic, water)	XP 2,800
HP 185; Bloodied 92	Initiative +15
AC 34, Fortitude 33, Reflex 32, Will 31	Perception +10
Speed 8, swim 8	
Vulnerable cold (see <i>sensitive to cold</i>)	
TRAITS	
Aquatic	
The elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
Sensitive to Cold	
Whenever the greater water elemental takes cold damage, it gains vulnerable 10 against the next attack that hits it before the end of its next turn.	
STANDARD ACTIONS	
⊕ Slam ⊕ At-Will	
Attack: Melee 1 (one creature); +23 vs. Reflex	
Hit: 4d6 damage, and ongoing 15 damage (save ends).	
⚡ Surging Waves ⊕ Recharge [☄] [1]	
Attack: Close blast 3 (enemies in blast); +23 vs. Fortitude	
Hit: 5d6 + 7 damage, and the elemental slides the target 5 squares.	
MINOR ACTIONS	
Drowning Essence ⊕ At-Will (1/round)	
Effect: The elemental slides each creature that has ongoing damage from its <i>slam</i> 4 squares.	
Str 22 (+16)	Dex 20 (+15) Wis 11 (+10)
Con 17 (+13)	Int 5 (+7) Cha 8 (+9)
Alignment unaligned Languages understands Primordial	

WATER ELEMENTALS IN COMBAT

A water elemental forces part of its essence into an enemy's lungs, slowly drowning it. A water elemental toys with its victims, using its power over water to briefly control foes.

FORSAKEN

THE DAWN WAR SAW COUNTLESS IMMORTALS SLAIN. Gods were torn asunder by the chaotic power of the primordials. In death, their essence was dispersed across the Astral Sea, diffused to nothingness or absorbed by other immortals. However, a number of gods, their names now lost to time, were slain while inhabiting the world. Their divine energy could not pass to the Astral Sea. Instead, it sought out new vessels—creatures now known as the forsaken.

LORE

History DC 31: During the war between the gods and the primordials, the dispersed power of dead gods eventually found a home in the earliest humanoid tribes. This divine might filled these primitive creatures, sharpening their intellect and strengthening their bodies. However, these boons carried a high cost. Although the dead gods had no lingering consciousness and no control over their unlikely descendants, these humanoids gained the memory of what it was to be immortal.

This echo of the gods' consciousness overwhelmed those it possessed, becoming a source of torment. Calling themselves the forsaken, these humanoids ritually removed their eyes and bound the sockets in bandages. They loathed to look upon the mortal realm, for it was a constant reminder of the immortality that they had been denied.

In time, distinct tribes of forsaken arose throughout the world. These groups spread out to scour the planes, haunted by the memory of what it is to be a god. The forsaken are obsessed with attaining immortality. Those creatures that possess the gift of everlasting life are their sworn enemies, whether angels, devils, devas, or gods.

The forsaken have established outposts in Shom, where they skirmish with adventurers and Vecna worshipers for knowledge and magic. Covert sects of forsaken have infiltrated numerous astral dominions, including Hestavar, Celestia, and even Cania, the eighth hell. In these places, the forsaken seek to slake their hunger for divine essence by consuming the power of ancient relics and immortal creatures.

Forsaken believe that if they absorb enough divine power and knowledge, they can finally sate the emptiness of their creation and achieve godhood. Although cells of forsaken are rare, whispered rumors tell of a vast conspiracy among them to slay a god and absorb its essence.



ENCOUNTERS

Forsaken work with a wide range of allies, from elementals and primordial cults to humanoid tyrants. Some even work with aberrants. Forsaken rarely take up with a cause unless they have an ulterior motive. They might help conspire with a tyrant to bring about the downfall of a mortal kingdom, but their ultimate goal is to undermine a deity's power in the aftermath.

More often than not, forsaken are the leaders of nefarious plots backed up by brutish followers bent to their will. A cell of forsaken might hire tulgars as mercenaries, harness the power of an apocalypse spell, or recruit or bind powerful devils and demons to its cause.

FORSAKEN FEARWRACK

A small group of forsaken fearwracks patrols the outer shores of Celestia. Though their presence is abhorrent to the residents of this astral dominion, they are given a wide berth. Exalted and angels watch from a distance, monitoring the broken creatures for any signs of hostility. Although these immortals despise the forsaken, they know that their divine essence will be consumed if they are slain by one of the doomed creatures.

into even angels and other divine agents. Only the most powerful heroes and divine beings can resist them.

FORSAKEN INFILTRATOR

The forsaken had always seemed a distant threat and no more. Then, the clerics of Pelor found the first infiltrator within their ranks; later, a secret cult of Vecna was rumored to have turned up another. These creatures' gift for impersonation is said to be a power granted by the deity whose essence birthed them.

Forsaken infiltrators have been tasked with insinuating themselves into shrines, temples, and orders of faith. They seek positions of power to gain access to privileged materials and to undermine the authority of the faithful they deceive.

Forsaken Infiltrator Level 27 Skirmisher

Medium natural humanoid (blind) XP 11,000

HP 200; Bloodied 100 Initiative +22
 AC 41, Fortitude 38, Reflex 39, Will 39 Perception +21
 Speed 6 Blindsight 20, blind
 Immune blinded, gaze

TRAITS

Combat Advantage
 Whenever the infiltrator hits a creature granting combat advantage to it, that creature is immobilized until the end of its next turn and the infiltrator can shift 2 squares.

Punishing Response
 Whenever an enemy hits the infiltrator with an opportunity attack, that enemy takes damage equal to the damage dealt by that attack plus 5 extra damage.

STANDARD ACTIONS

⚔ **Khopesh (weapon) ♦ At-Will**
 Attack: Melee 1 (one creature); +32 vs. AC
 Hit: 4d8 + 17 damage.

🏹 **Hand Crossbow (weapon) ♦ At-Will**
 Attack: Ranged 10/20 (one creature); +31 vs. AC
 Hit: 4d6 + 12 damage.

⚔ **Careful Attack (weapon) ♦ At-Will**
 Attack: Melee 1 (one creature); +32 vs. AC
 Hit: 3d8 + 15 damage, and the infiltrator gains a +2 bonus to all defenses against the target until the end of the infiltrator's next turn.

TRIGGERED ACTIONS

Fragment of Immortality ♦ Encounter
 Trigger: The infiltrator drops to 0 hit points.
 Effect (No Action): The infiltrator is removed from play until the start of its next turn. The infiltrator then appears within 5 squares of its last location with 50 hit points and without any effects on it.

Skills Bluff +27, Diplomacy +27, Insight +26, Stealth +25
 Str 24 (+20) Dex 25 (+20) Wis 26 (+21)
 Con 27 (+21) Int 28 (+22) Cha 29 (+22)

Alignment evil Languages Common, Supernal
 Equipment leather armor, khopesh, hand crossbow, 10 bolts

Forsaken Fearwrack Level 26 Artillery (Leader)

Medium natural humanoid (blind) XP 9,000

HP 150; Bloodied 75 Initiative +20
 AC 38, Fortitude 37, Reflex 39, Will 39 Perception +21
 Speed 6 Blindsight 20, blind
 Immune blinded, gaze

TRAITS

☀ **Inspire Fear (fear) ♦ Aura 1**
 Enemies within the aura take a -2 penalty to all defenses against fear attacks.

STANDARD ACTIONS

⚔ **Fear Strike (fear, implement, psychic) ♦ At-Will**
 Attack: Melee 1 (one creature); +29 vs. Will
 Hit: 2d6 + 7 psychic damage, and the target moves its speed away from the fearwrack. The fearwrack chooses the path the target takes, but each square it moves must take it farther away from the fearwrack.

⚔ **Terror Bolt (fear, implement, psychic) ♦ At-Will**
 Attack: Ranged 10 (one or two creatures); +31 vs. Will
 Hit: 2d6 + 7 psychic damage, and one of the fearwrack's allies adjacent to the target can make a melee basic attack against the target as a free action.

⚔ **Curse of Mortality (fear, implement) ♦ Recharge ☹ ☹ ☹ ☹ ☹ ☹**
 Attack: Ranged 20 (one creature); +31 vs. Fortitude
 Hit: Ongoing 20 damage (save ends). The target takes a -2 penalty to the saving throw.
 Each Failed Saving Throw: The ongoing damage increases by 5, to a maximum of ongoing 30 damage.

☠ **Sign of Death (implement) ♦ Encounter**
 Attack: Area burst 2 within 10 (enemies in burst); +29 vs. Fortitude
 Hit: Until the end of the fearwrack's next turn, the next attack made against the target gains a +5 power bonus to the attack roll.

TRIGGERED ACTIONS

Cleansing Wounds ♦ Encounter
 Trigger: The fearwrack is first bloodied.
 Effect (No Action): Enemy effects on the fearwrack end.

Fragment of Immortality ♦ Encounter
 Trigger: The fearwrack drops to 0 hit points.
 Effect (No Action): The fearwrack is removed from play until the start of its next turn. The fearwrack then appears within 5 squares of its last location with 37 hit points and without any effects on it.

Skills Intimidate +27
 Str 23 (+19) Dex 25 (+20) Wis 26 (+21)
 Con 26 (+21) Int 28 (+22) Cha 29 (+22)

Alignment evil Languages Common, Supernal
 Equipment rod

FORSAKEN FEARWRACKS IN COMBAT

Fearwracks lair at the center of wide expanses, often inhabiting ruined towers from which they patrol on flying mounts. They are vocal in combat; in rasping voices, they invoke terrible oaths and declare the imminent doom of their adversaries. Many are half mad, screaming in delight when any creature falls dead, whether ally or enemy.

At your option, a forsaken fearwrack's attacks might have some ability to overcome immunity or resistance to fear. The forsaken are obsessed with the nature of fear and have studied it thoroughly. Fearwracks have developed powers able to strike terror

FORSAKEN INFILTRATORS IN COMBAT

Forsaken infiltrators are seldom forced into combat. Their imitations and duplicity are so perfect that few are ever exposed. An infiltrator does not use illusion to disguise itself. Instead, through a unique ritual

of transformation, the creature painfully sculpts its flesh into the likeness of another. Infiltrators often work in pairs so that if one's true nature is revealed, the other can continue to operate. An infiltrator might give away one of its allies to curry favor or divert suspicion away from itself.

FORSAKEN LORESEEKER

In the great cities of the Astral Sea, vast libraries and impregnable vaults hold the ancient texts and powerful artifacts of the gods. Inaccessible to all but the most holy and devoted, these bastions of the deities are constantly besieged by a subtle and deadly foe. Forsaken loreseekers infiltrate and loot these ancient sites on the orders of their masters. Their secret schemes constantly test the cunning and defenses of their enemies as they search for holy relics and divine power. It is rumored that a creature that dies by a loreseeker's hand surrenders all its knowledge to the loreseeker.

Forsaken Loreseeker Level 27 Minion Soldier

Medium natural humanoid (blind) XP 2,750

HP 1; a missed attack never damages a minion. Initiative +22
 AC 43, Fortitude 40, Reflex 38, Will 39 Perception +22
 Speed 6 Blindsight 20, blind
 Immune blinded, gaze

STANDARD ACTIONS

⊕ **Theft of Memory (weapon) ♦ At-Will**
 Attack: Melee 1 (one creature); +32 vs. AC
 Hit: 14 damage. During the target's next turn, the target treats all enemies except the loreseeker as invisible unless the loreseeker is affected by *fragment of immortality*.

⊕ **Hand Crossbow (weapon) ♦ At-Will**
 Attack: Ranged 10/20 (one creature); +32 vs. AC
 Hit: 12 damage, and the target is marked until the end of the target's next turn.

TRIGGERED ACTIONS

Fragment of Immortality ♦ Encounter
 Trigger: The loreseeker drops to 0 hit points.
 Effect (No Action): The loreseeker is removed from play until the start of its next turn. The loreseeker then appears within 5 squares of its last location with 1 hit point and without any effects on it.

Skills Arcana +26, History +26, Religion +26
 Str 26 (+21) Dex 24 (+20) Wis 28 (+22)
 Con 29 (+22) Int 27 (+21) Cha 23 (+19)

Alignment evil Languages Common, Supernal
 Equipment chainmail, khopesh, hand crossbow, 10 bolts

FORSAKEN LORESEEKERS IN COMBAT

Although loreseekers spend much of their time searching libraries, ruins, and vaults, they are deadly combatants on the battlefield. Years spent absorbing knowledge from relics and tomes grants them the power to erase an enemy's perception of other threats.

FORSAKEN SLAUGHTERER

The memory of immortality is too much for some forsaken to bear. The unrealized power of the gods eats away at the sanity of these creatures until their minds snap. Rather than exiling their kin, however, the forsaken turn these warped individuals into weapons. A forsaken slaughterer is more sensitive to the presence of divine magic than other forsaken are, and such magic drives a slaughterer into a blood-thirsty frenzy. A forsaken slaughterer is charged with annihilating the relics and agents of the gods. When it is done, it feasts on the divine power of the creature or item it destroyed.

Forsaken Slaughterer Level 28 Brute

Medium natural humanoid (blind) XP 13,000

HP 253; Bloodied 126 Initiative +22
 AC 40, Fortitude 41, Reflex 40, Will 39 Perception +22
 Speed 6 Blindsight 20, blind
 Immune blinded, gaze

TRAITS

⚙ **Relentless Slaughter ♦ Aura 1**
 Enemies within the aura gain only half the benefit of healing effects.

Proximal Resistance

While no enemy is adjacent to it, the slaughterer gains resist 10 against ranged and area attacks.

STANDARD ACTIONS

⊕ **Khopesh (weapon) ♦ At-Will**
 Attack: Melee 1 (one creature); +33 vs. AC
 Hit: 6d8 + 18 damage.

⊕ **Unstoppable Cut (weapon) ♦ At-Will**
 Attack: Melee 1 (one creature); +33 vs. AC
 Hit: 3d8 + 18 damage, and one enemy adjacent to the target takes the same amount of damage.

TRIGGERED ACTIONS

⚡ **Blood for Blood (weapon) ♦ Encounter**
 Trigger: The slaughterer is first bloodied.
 Attack (Free Action): Close burst 1 (enemies in burst); +33 vs. AC
 Hit: The target takes damage equal to its healing surge value.

Fragment of Immortality ♦ Encounter
 Trigger: The slaughterer drops to 0 hit points.
 Effect (No Action): The slaughterer is removed from play until the start of its next turn. The slaughterer then appears within 5 squares of its last location with 63 hit points and without any effects on it.

Skills Athletics +29, Intimidate +26
 Str 30 (+24) Dex 26 (+22) Wis 27 (+22)
 Con 27 (+22) Int 29 (+23) Cha 24 (+21)

Alignment evil Languages Common, Supernal
 Equipment scale armor, 2 khopeshes

FORSAKEN SLAUGHTERERS IN COMBAT

Given the opportunity, forsaken focus their enmity on divine agents. This quality is even stronger in forsaken slaughterers. A slaughterer goes out of its way to hunt down any enemy that uses the divine power source or has an immortal origin. Once that target is engaged, the slaughterer attacks and pursues it relentlessly. Although most forsaken fear death, a



slaughterer welcomes it, for its madness has driven it beyond reason. Despite the risks, battle against a forsaken slaughterer can be a boon, because the creature's babble can reveal important information about the activities and plots of its masters and allies.

FORSAKEN MASTERMIND

In the heart of a city's criminal underworld, a forsaken cell is led by a mastermind, who carefully monitors the rumors and events of the surrounding territories. A mastermind coordinates a vast network of spies that extends well beyond city walls. Its purpose is a matter of much speculation, for its members are waiting for something: perhaps the imminent arrival of a divine emissary from Hestavar, or maybe an upcoming alignment of stars. No matter what a mastermind is waiting for, the creature's purpose is always sinister.

Forsaken Mastermind		Level 29 Controller (Leader)
Medium natural humanoid (blind)		XP 15,000
HP 213; Bloodied 106	Initiative +22	
AC 43, Fortitude 40, Reflex 42, Will 41	Perception +22	
Speed 6	Blindsight 20, blind	
Immune blinded, gaze		
TRAITS		
☀ Inspire Resilience ◆ Aura 5		
Allies within the aura that use <i>fragment of immortality</i> also gain 40 temporary hit points.		
STANDARD ACTIONS		
⊕ Khopesh (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +34 vs. AC		
Hit: 4d8 + 19 damage, and the target is marked by one of the mastermind's allies within 5 squares of the mastermind until the end of the target's next turn.		
⊕ Hand Crossbow (weapon) ◆ At-Will		
Attack: Ranged 10/20 (one creature); +34 vs. AC		
Hit: 4d6 + 14 damage.		
⬅ Tainted Wave ◆ At-Will		
Attack: Close blast 3 (enemies in blast); +32 vs. Fortitude		
Hit: 2d8 + 12 damage. The target loses any temporary hit points and cannot regain hit points until the end of the mastermind's next turn.		
✦ Delayed Retribution ◆ Recharge ☒ ☒		
Attack: Area burst 1 within 10 (enemies in burst); +32 vs. Reflex		
Hit: 3d10 + 16 damage, and if the target attacks the mastermind during the target's next turn, the target is stunned until the end of its subsequent turn.		
Miss: Half damage.		
TRIGGERED ACTIONS		
Wrath of the Forsaken ◆ At-Will		
Trigger: An enemy uses a divine power within 10 squares of the mastermind.		
Effect (<i>Immediate Reaction</i>): The mastermind ends any enemy effects on one ally within 10 squares of it, and that ally can make a recharge roll to regain one expended recharge power.		
Fragment of Immortality ◆ Encounter		
Trigger: The mastermind drops to 0 hit points.		
Effect (<i>No Action</i>): The mastermind is removed from play until the start of its next turn. The mastermind then appears within 5 squares of its last location with 53 hit points and without any effects on it.		
Skills Arcana +29, History +29, Insight +27, Religion +29		
Str 24 (+21)	Dex 27 (+22)	Wis 26 (+22)
Con 27 (+22)	Int 30 (+24)	Cha 29 (+23)
Alignment evil		Languages Common, Supernal
Equipment khopesh, hand crossbow, 10 bolts		

FORSAKEN MASTERMINDS IN COMBAT

A mastermind that does its job correctly should never see combat. Adventurers, however, have ways of upsetting even the most devious of the forsaken's plots. Masterminds lurk in the shadows, dispatching their underlings to do their dirty work. These followers include both other forsaken and unwitting members of other races. Only when a mastermind can no longer abide a foe's interference does it emerge to unleash its full fury. Even then, a mastermind is cold and calculating. It tries to ensure that it always has an escape route.

FOULSPAWN

BORN OF THE FAR REALM, foulspawn are the loathsome enemies of all that is natural. Their increasing attacks on the world have become a deadly threat as they raid defenseless settlements, lonely enclaves, and borderland keeps. Most who stand against foulspawn die quickly. However, these creatures sometimes keep victims alive, dragging them back to the Far Realm or to secret lairs in the Underdark.

LORE

Arcana DC 21: Foulspawn cross over from the Far Realm, entering the mortal world in places of madness such as forgotten prisons, overcrowded slums, and ancient ruins. In such places, the barrier between the Far Realm and the natural world is dangerously thin.

Foulspawn are driven to destroy the creatures of the natural world. However, they sometimes take captives back to the Far Realm or the Underdark. Most creatures exposed to the Far Realm's influence succumb to death or madness; the unfortunate few that survive become foulspawn.

ENCOUNTERS

Few natural creatures work with foulspawn. The insane cultists of Tharizdun and Demogorgon are notable exceptions. Such cults provide foulspawn with rituals and other magic, sometimes helping to create the breaches by which these creatures enter the world. For their efforts, the allies often become the first victims of a foulspawn invasion.

Gibbering mouthers and other aberrants sometimes accompany foulspawn. Foulspawn that remain in the mortal realm almost always dwell in the Underdark. They frequently capture and train balhannoths and gricks as guardians and mounts.

FOULSPAWN WRETCH

Somewhere within a distant ruin, a rift to the Far Realm opens. Like cosmic vermin, foulspawn wretches pour out in an unrelenting swarm. Alone, several adventurers fight them, but the longer they do battle, the more of these foul creatures appear.

Foulspawn Wretch		Level 7 Minion Skirmisher
Small aberrant humanoid		XP 75
HP 1; a missed attack never damages a minion.	AC 21, Fortitude 19, Reflex 20, Will 19	Initiative +10 Perception +5
Speed 6, teleport 2		Low-light vision
TRAITS		
Ceaseless Murmurs Any enemy adjacent to two or more foulspawn wretches takes a -2 penalty to Will.		
STANDARD ACTIONS		
⊕ Claw ♦ At-Will Attack: Melee 1 (one creature); +12 vs. AC Hit: 7 damage, and a foulspawn wretch ally within 6 squares can teleport to a square adjacent to the target.		
TRIGGERED ACTIONS		
Screaming Echo (teleportation) Trigger: The wretch drops to 0 hit points. Effect (Immediate Interrupt): The wretch teleports a nonminion ally within 6 squares of itself to the square the wretch occupies.		
Str 14 (+5)	Dex 20 (+8)	Wis 14 (+5)
Con 16 (+6)	Int 16 (+6)	Cha 17 (+6)
Alignment evil	Languages Deep Speech, telepathy 10	

FOULSPAWN WRETCHES IN COMBAT

Foulspawn wretches lurk just beyond the borders of reality, waiting for a chance to slip through. Once an opportunity presents itself, they pour into the world in large numbers, laying waste to everything. Individually, a wretch is cowardly and weak. In large numbers, these creatures are deadly and fearless.



Foulspawn warpcaller and mockery

FOULSPAWN MOCKERY

Those who fought against the foulspawn incursion described vicious spellcasters that forced enemies to fight in close quarters. With mocking laughter, these terrible creatures blasted tightly ranked foes with maddening spells. Those who survived the battle remain mentally scarred, living in constant fear of the lurking horrors of the Far Realm.

Foulspawn Mockery		Level 10 Controller
Medium aberrant humanoid		XP 500
HP 104; Bloodied 52	Initiative +8	
AC 24, Fortitude 19, Reflex 22, Will 20	Perception +9	
Speed 6, teleport 3	Low-light vision	
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 3d6 + 6 damage.		
⊗ Mind Harrier (psychic) ◆ At-Will		
Attack: Ranged 5 (one creature); +13 vs. Will		
Hit: 2d6 + 6 psychic damage. At the end of the target's next turn, if it is not adjacent to any of its allies, it takes 10 psychic damage and ongoing 10 psychic damage (save ends).		
✦ Maddening Burst (psychic) ◆ Recharge [3], [1]		
Attack: Area burst 1 within 10 (enemies in burst); +13 vs. Will		
Hit: 2d6 + 6 psychic damage, and the target is dazed (save ends).		
Str 18 (+9)	Dex 17 (+8)	Wis 18 (+9)
Con 16 (+8)	Int 15 (+7)	Cha 21 (+10)
Alignment evil		Languages Deep Speech, telepathy 10

FOULSPAWN MOCKERIES IN COMBAT

Mockeries are the most evil and sadistic of foulspawn. By forcing their enemies to stay in close quarters, they maximize the effect of *maddening burst*. These dazed foes then become ripe targets as the mockery's allies tear into them.

FOULSPAWN WARPCALLER

The discordant tones of a pipe are faint over the clamoring chaos of battle. Then, all at once, the defenders' lines are broken. The eerie music shatters the minds of warriors and mages alike. At the head of the attack, a foulspawn warpcaller approaches, driven by its hatred of the natural world.

Foulspawn Warpcaller		Level 12 Controller (Leader)
Medium aberrant humanoid		XP 700
HP 126; Bloodied 63	Initiative +9	
AC 26, Fortitude 24, Reflex 22, Will 24	Perception +9	
Speed 6, teleport 3	Darkvision	
TRAITS		
⊗ Droning Pipe ◆ Aura 3		
Enemies within the aura gain vulnerable 5 psychic.		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d8 + 5 damage.		
⊗ Warped Sending (psychic, teleportation) ◆ At-Will		
Attack: Ranged 10 (one creature); +15 vs. Fortitude		
Hit: 2d8 + 5 psychic damage, and one of the warpcaller's aberrant allies within 5 squares of the target teleports to a square adjacent to the target.		
⊕ Twisted Dismissal (psychic, teleportation) ◆ At-Will		
Attack: Melee 1 (one enemy); +15 vs. Will		
Hit: 2d8 + 5 psychic damage, and the target is immobilized (save ends). The warpcaller then teleports the target 2 squares.		
✦ Warpmind Field (psychic, zone) ◆ Encounter		
Attack: Area burst 2 within 5 (enemies in burst); +15 vs. Will		
Hit: 2d6 + 6 psychic damage.		
Effect: The burst creates a zone that lasts until the end of the warpcaller's next turn. Any enemy that enters the zone or ends its turn there takes 10 psychic damage. In addition, any enemy within the zone can attack only targets within 3 squares of it. As a move action, the warpcaller can move the zone up to 4 squares.		
Sustain Minor: The zone persists.		
Skills Arcana +15		
Str 19 (+10)	Dex 16 (+9)	Wis 17 (+9)
Con 22 (+12)	Int 18 (+10)	Cha 19 (+10)
Alignment evil		Languages Deep Speech, telepathy 10
Equipment musical pipe		

FOULSPAWN WARPCALLERS IN COMBAT

A warpcaller uses its eerie music to create psychic conduits into the Far Realm. In the thick of combat, its droning pipe heightens the mental anguish caused by its attacks. The warpcaller moves its allies around, forcing foes caught up in the song to concentrate on the new threats.

FROG

THE SIGN AT THE SWAMP'S EDGE cautioning travelers to beware of frogs was thought by many to be a joke. Those who disregard it soon learn of their error, as they fight for their lives against territorial amphibians the size of hounds. Survivors who escape the swamp find new respect for these creatures.

Found wherever the water meets the land, frogs run the gamut from harmless pests to genuine threats. The largest frogs are those that have escaped extinction because of their size, their ferocity, and their isolated habitats. Reminders of a bygone age, these beasts either dwell in the muddy waters of deep swamps or eke out an existence in freshwater pools within the Underdark. These creatures threaten anyone who travels through their territory without caution. They gladly consume any prey foolish enough to come to them.

LORE

Nature DC 10: After a frog kills its prey, it swallows the body whole. Afterward, the frog returns to a safe location where it regurgitates any indigestible bits. In the case of animals, this material usually amounts to little more than bones and fur, but a sentient creature often has items such as gold and jewelry, which the frog cannot process. Thus, a frog's home can be a treasure trove of rings, necklaces, and coins. Adventurers willing to brave the swamps to find a frog den can reap a significant return for their efforts. Occasionally a family offers a reward to adventurers willing to recover an irreplaceable heirloom lost when a family member fell victim to a frog.

ENCOUNTERS

Bullywugs are the uncontested masters at capturing and training wild frogs. Swamp-dwelling kobolds and goblins have learned from bullywugs and now train frogs as well. However, only the bullywugs have learned to domesticate the various breeds of frogs. Bullywugs use them like dogs to hunt or guard. Other humanoids must tether the frogs or keep them in cages until the frenzied creatures are ready to be released among enemy ranks. A bullywug sometimes offers a trained war frog as a gift to a tribe with which it wants to establish a trade relationship.

THORNSKIN FROG

The explorer backed against the trunk of a mossy tree. In front of him, a trio of slimy beasts hopped closer, lidless eyes watching him hungrily. Their mud-colored skin was covered with thick spines, making them resemble slick, bloated brambles.

The hand of his halfling guide protruded from the largest beast's broad mouth. The fingers twitched faintly. A moment later the hand was gone, disappearing as the frog swallowed the guide—and the explorer's only hope of finding his way out of the swamp.

Thornskin Frog		Level 1 Brute
Medium natural beast (aquatic)		XP 100
HP 35; Bloodied 17		Initiative +4
AC 13, Fortitude 12, Reflex 13, Will 11		Perception +2
Speed 4, swim 6		Low-light vision
TRAITS		
Aquatic		
The thornskin can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
STANDARD ACTIONS		
⊕ Bite ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d10 + 6 damage.		
↓ Pounce ♦ Recharge ☼ ☼ ☼		
Effect: The thornskin shifts its speed and makes the following attack.		
Attack: Melee 1 (one creature); +4 vs. Reflex		
Hit: 2d6 + 6 damage, and the target falls prone.		
MINOR ACTIONS		
↓ Tongue Grab ♦ At-Will		
Attack: Melee 3 (one creature); +4 vs. Reflex		
Hit: The thornskin pulls the target 2 squares.		
Str 16 (+3)	Dex 18 (+4)	Wis 14 (+2)
Con 15 (+2)	Int 3 (-4)	Cha 9 (-1)
Alignment unaligned		Languages –

THORNSKIN FROGS IN COMBAT

Too stupid to be cautious, thornskin frogs leap into battle. Usually encountered in small groups, thornskins gang up on the nearest enemy, devouring it and then pouncing at the next foe. Unable to comprehend concepts such as fear or tactics, a single thornskin continues to fight against overwhelming odds. If a foe threatens the frog's eggs, the frog turns its attention to that enemy.

SPOREBACK FROG

The sluggish sporeback frogs have developed a symbiotic relationship with a swamp fungus. The fungus grows on the backs of the frogs, gaining nourishment from their skin while providing natural camouflage and defense against any creatures that would prey on the frogs. When a sporeback dies, the fungus releases spores that cloud the mind and blur vision. This natural defense encourages predators to seek other quarry.

MURKLORD FROG

Watched from afar, murklord frogs are a breath-taking sight. Their sleek, glistening black bodies cut through the muddy water that gave them their name. Each murklord has a pair of luminescent stripes running down its back that flare when it is agitated or startled by a creature's approach.

Murklord Frog		Level 2 Skirmisher	
Medium natural beast (aquatic)		XP 125	
HP 39; Bloodied 19		Initiative +7	
AC 16, Fortitude 13, Reflex 14, Will 13		Perception +4	
Speed 6, swim 6		Low-light vision	
TRAITS			
Aquatic			
The murklord can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.			
STANDARD ACTIONS			
⊕ Bite ♦ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 1d8 + 6 damage, and the target is slowed until the end of the sporeback's next turn.			
⊕ Barbed Tongue ♦ At-Will			
Attack: Melee 3 (one creature); +5 vs. Reflex			
Hit: 2d6 + 2 damage, and the sporeback pulls the target 2 squares and knocks it prone.			
TRIGGERED ACTIONS			
◀ Spore Release (poison)			
Trigger: The sporeback drops to 0 hit points.			
Attack (No Action): Close burst 2 (creatures in burst); +5 vs. Fortitude			
Hit: 1d6 + 7 poison damage, and the target takes a -2 penalty to attack rolls (save ends).			
Str 15 (+3)	Dex 16 (+4)	Wis 15 (+3)	
Con 18 (+5)	Int 3 (-3)	Cha 9 (+0)	
Skills Stealth +9			
Alignment unaligned Languages —			

MURKLORD FROGS IN COMBAT

The nearest thing to clever frogs, murklords attack from the edge of the water. Typically, a murklord strikes an enemy when it approaches the murklord's pool, and then the murklord quickly returns to the water to avoid counterattacks. If a murklord is forced from its watery habitat, or if it's near death, it croaks for assistance from other nearby frogs. A bloodied murklord leaves tactics behind and throws itself at enemies in an attempt to injure or kill as many as possible.

Sporeback Frog		Level 2 Controller	
Medium natural beast (aquatic)		XP 125	
HP 42; Bloodied 21		Initiative +4	
AC 16, Fortitude 14, Reflex 13, Will 12		Perception +3	
Speed 3, swim 5		Low-light vision	
TRAITS			
Aquatic			
The sporeback can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.			
STANDARD ACTIONS			
⊕ Bite ♦ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 1d8 + 6 damage, and the target is slowed until the end of the sporeback's next turn.			
⊕ Barbed Tongue ♦ At-Will			
Attack: Melee 3 (one creature); +5 vs. Reflex			
Hit: 2d6 + 2 damage, and the sporeback pulls the target 2 squares and knocks it prone.			
TRIGGERED ACTIONS			
◀ Spore Release (poison)			
Trigger: The sporeback drops to 0 hit points.			
Attack (No Action): Close burst 2 (creatures in burst); +5 vs. Fortitude			
Hit: 1d6 + 7 poison damage, and the target takes a -2 penalty to attack rolls (save ends).			
Str 15 (+3)	Dex 16 (+4)	Wis 15 (+3)	
Con 18 (+5)	Int 3 (-3)	Cha 9 (+0)	
Skills Stealth +9			
Alignment unaligned Languages —			

SPOREBACK FROGS IN COMBAT

Quite possibly the laziest hunter imaginable, a sporeback frog is content to stay in one place and pull an enemy closer. Most creatures that would pose a threat to sporebacks learned long ago to avoid them, so these frogs seldom feel a pressing need to avoid conflict. When a sporeback does find itself in danger, it retreats to the nearest body of water, where it gains a slight mobility advantage. Otherwise, a sporeback lashes out with its tongue, pulling prey close enough to devour it.



JIM NELSON

GARGOYLE

NONE CAN SAY WHERE OR HOW the first gargoyles appeared. These deadly creatures are as old as the world, perhaps spawned when the primordials first shaped earth and rock.

LORE

Arcana DC 19: Gargoyles are found throughout the natural world, but they are most common in the Elemental Chaos. The cruelest efreet lords train packs of gargoyles to hunt down captured humanoids for sport. The gargoyles' tendency to play with their victims provides endless entertainment for these sadistic elemental lords.

In the wilds of the Elemental Chaos, gargoyles are more often victims than predators. Relatively weak compared to many other creatures of that plane, they skulk in caves and attack only when they outnumber foes.

In the world, gargoyles are legendary for their aggressive and territorial behavior. For this reason, temples dedicated to the Elder Elemental Eye recruit, train, and breed gargoyles.

ENCOUNTERS

Gargoyles roam wild in the mortal world and the Elemental Chaos. They are commonly found in the



service of other creatures in both realms. Unless they are directed, gargoyles lack the intelligence to formulate strong tactics. Instead, they lurk in wait for unwary humanoids traveling in small numbers.

The cults of the Elder Elemental Eye employ these creatures as watchers and guardians, as do evil wizards, psions, and sages who want to conduct their research without interference. In towns and cities, gargoyles serve criminal gangs as lookouts and scouts in return for fresh meat and trinkets.

IRONSTONE GARGOYLE

Identified by the rusty streaks that cover their bodies, ironstone gargoyles are patient raiders. Caravans and travelers in remote mountainous regions often become victims of these deadly gargoyles, as do adventurers who explore ruined towers and castles.

Ironstone Gargoyle		Level 7 Skirmisher
Medium elemental humanoid (earth)		XP 300
HP 80; Bloodied 40		Initiative +9
AC 21, Fortitude 19, Reflex 19, Will 17		Perception +5
Speed 6, fly 8		Darkvision
Immune petrification		
TRAITS		
Lurking Presence		
The ironstone gargoyle gains a +10 bonus to Stealth checks against enemies' passive Perception.		
STANDARD ACTIONS		
⊕ Claw ⊕ At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d6 + 4 damage.		
⊕ Crashing Stride ⊕ Recharge ☒ ☐ ☐		
Effect: The gargoyle shifts 4 squares and uses claw against two different targets at any point during the shift. When an attack hits, the gargoyle slides the target 1 square and knocks it prone.		
MOVE ACTIONS		
Leaping Glide ⊕ At-Will		
Effect: The gargoyle flies 4 squares without provoking opportunity attacks.		
Skills Athletics +12, Stealth +12		
Str 19 (+7)	Dex 18 (+7)	Wis 14 (+5)
Con 16 (+6)	Int 7 (+1)	Cha 11 (+3)
Alignment evil	Languages Primordial	

IRONSTONE GARGOYLES IN COMBAT

In the world, ironstone gargoyles lurk along mountain passes or infest stone towers. They are active at night, lurking motionless as they wait for victims to pass. The gargoyles attack as a pack, killing victims outright or driving them toward the edges of cliffs.

HORNSTONE GARGOYLE

The hornstone gargoyle is named for its deadly stone horns. The mere sight of a hornstone gargoyle can cause the strongest warriors to break ranks, each fearing to become the target of its deadly charge.

Hornstone Gargoyle		Level 8 Brute
Medium elemental humanoid (earth)		XP 350
HP 107; Bloodied 53	Initiative +7	
AC 20, Fortitude 22, Reflex 19, Will 19	Perception +12	
Speed 6, fly 8	Darkvision	
Immune petrification		
TRAITS		
Lurking Presence		
The hornstone gargoyle gains a +10 bonus to Stealth checks against enemies' passive Perception.		
STANDARD ACTIONS		
⊕ Claw ♦ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d10 + 5 damage, and the gargoyle can use <i>skewering drag</i> as a free action.		
† Impaling Charge ♦ At-Will		
Effect: The gargoyle charges and makes the following attack in place of a melee basic attack.		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d12 + 5 damage, and the target is grabbed and takes ongoing 5 damage until the grab ends.		
MOVE ACTIONS		
Skewering Drag ♦ At-Will		
Effect: The gargoyle moves half its speed, pulling a creature grabbed by the gargoyle with it. The gargoyle and the creature grabbed by it do not provoke opportunity attacks from each other for this movement.		
Skills Stealth +12		
Str 22 (+10)	Dex 16 (+7)	Wis 16 (+7)
Con 17 (+7)	Int 5 (+1)	Cha 11 (+4)
Alignment evil		Languages Primordial

HORNSTONE GARGOYLES IN COMBAT

These creatures swoop down in packs, impaling foes on their horns. They ignore counterattacks, preferring to return to the air to seek a new victim if a charge fails.

OBSIDIAN GARGOYLE

Flocks of obsidian gargoyles sweep through the sky like storm clouds across the Elemental Chaos. In the world, followers of the Elder Elemental Eye keep these creatures as servants.

Obsidian Gargoyle		Level 8 Minion Soldier
Medium elemental humanoid (earth)		XP 88
HP 1; a missed attack never damages a minion.	Initiative +8	
AC 24, Fortitude 22, Reflex 20, Will 19	Perception +7	
Speed 6, fly 8	Darkvision	
Immune petrification		
TRAITS		
Cruel Claws		
Whenever an enemy leaves a square adjacent to the obsidian gargoyle, that enemy takes 4 damage.		
Lurking Presence		
The obsidian gargoyle gains a +10 bonus to Stealth checks against enemies' passive Perception.		
STANDARD ACTIONS		
⊕ Claw ♦ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 8 damage.		
Skills Athletics +14, Stealth +11		
Str 20 (+9)	Dex 15 (+6)	Wis 16 (+7)
Con 15 (+6)	Int 5 (+1)	Cha 11 (+4)
Alignment evil		Languages Primordial

OBSIDIAN GARGOYLES IN COMBAT

Every edge on an obsidian gargoyle's body is a deadly weapon, hindering and rending enemies that try to escape it in combat. Selective breeding by the cultists of the Elder Elemental Eye has imbued these creatures with suicidal bravery. They gladly form a living barrier against the cult's enemies.

RUNIC GARGOYLE

These creatures of white marble were first created to serve the cult of the Elder Elemental Eye. Some gargoyles broke from the cult's control and found service with other foul cultists and spellcasters. The creature's alabaster hide is covered with arcane runes that bond the gargoyle to its master.

Runic Gargoyle		Level 8 Soldier
Medium elemental humanoid (earth)		XP 350
HP 87; Bloodied 43	Initiative +8	
AC 24, Fortitude 20, Reflex 19, Will 22	Perception +12	
Speed 6, fly 8	Darkvision	
Immune petrification		
STANDARD ACTIONS		
⊕ Claw ♦ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage.		
Effect: The target is marked until the end of the gargoyle's next turn.		
† Avenging Claws ♦ Recharge when the gargoyle's master is first bloodied.		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage, and the target is dazed until the end of the gargoyle's next turn.		
MOVE ACTIONS		
To the Master (teleportation) ♦ At-Will		
Effect: The gargoyle teleports to a square within 2 squares of its master.		
TRIGGERED ACTIONS		
Shielding Wings ♦ At-Will		
Requirement: The gargoyle must be adjacent to its master.		
Trigger: The gargoyle's master takes damage.		
Effect (Immediate Interrupt): The gargoyle takes the damage instead of its master.		
Skills Athletics +14, Stealth +11		
Str 20 (+9)	Dex 15 (+6)	Wis 16 (+7)
Con 15 (+6)	Int 10 (+4)	Cha 11 (+4)
Alignment evil		Languages Common, Primordial

RUNIC GARGOYLES IN COMBAT

Mages or priests that have a runic gargoyle at their command keep the creature out of sight at first. Though a runic gargoyle is sometimes sent on missions to retrieve relics or slay enemies, it is strongest when fighting alongside its master.

GHOUL

A PRIEST OF ORCUS PERFORMS RITUAL SACRIFICES to the Demon Prince of the Undead, calling forth ghouls from within a town's graveyard. A mighty warlock preparing for battle finds dozens of these creatures howling at the edges of her army's encampment, eager to join in the slaughter that is to come. Like flies drawn to rotting flesh, ghouls feel the stirring power of evil and flock to it in droves.

LORE

History DC 17: As the progeny of cannibalism and other less than savory practices, ghouls are creatures of pure evil. Whenever dark powers arise beneath the earth, ghouls are inexorably drawn to their presence, digging miles of twisting tunnels between ancient dungeons, lost caverns, long-buried crypts, and forgotten temples. These ghoulish warrens make tempting routes for adventurers exploring the Underdark. However, such passages are dangerous. The winding tunnels and tight quarters favor the ghouls, which usually prefer to engage their foes one at a time.

Evil spellcasters and priests from various fell religions form alliances with ghouls, paying them in live captives. These villains might seek access to lost relics or Underdark sites that the ghouls have uncovered. In the farthest reaches of a ghoulish warren, crude earthen burrows often give way to chambers of finely sculpted marble or obsidian. Ghouls have uncovered lost temples of the Chained God, tombs dating back to the Dawn War, and even forgotten fanes to the demon princes.

ENCOUNTERS

Although these creatures traditionally serve Orcus, a ghoul's allegiance is controlled entirely by its hunger for living flesh. Ghouls fight alongside any allies that

can supply them with a steady stream of fresh victims. However, living masters that ignore a ghoul's appetite pay a deadly price.

GHOUL FLESH SEEKER

The fight had already gone on too long when the flesh seekers' attack tipped the balance. The sage had warned of these creatures—mortal followers of Orcus that had undergone a horrific, cannibalistic initiation into the demon lord's cult. The battlefield soon became a profane altar as countless were slaughtered in Orcus's name.

Ghoul Flesh Seeker		Level 4 Lurker
Medium natural humanoid (undead)		XP 175
HP 45; Bloodied 22		Initiative +10
AC 18, Fortitude 14, Reflex 16, Will 15		Perception +9
Speed 8		Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
TRAITS		
Shadow Skulk		
The ghoul flesh seeker can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment.		
STANDARD ACTIONS		
⚔ Claw ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d6 + 4 damage, and the target is immobilized (save ends).		
⚔ Prepare for Sacrifice ♦ At-Will		
Attack: Melee 1 (one creature the flesh seeker was hidden from at the start of the flesh seeker's turn); +9 vs. AC		
Hit: 2d6 + 4 damage, and the flesh seeker knocks the target prone and grabs it. The target takes a -2 penalty to attempts to escape the grab and cannot stand up until the grab ends.		
⚔ Render unto Orcus (weapon) ♦ At-Will		
Attack: Melee 1 (one prone creature grabbed by the flesh seeker); +9 vs. AC		
Hit: 2d8 + 9 damage.		
Skills Acrobatics +11, Stealth +11		
Str 12 (+3)	Dex 19 (+6)	Wis 14 (+4)
Con 15 (+4)	Int 10 (+2)	Cha 11 (+2)
Alignment chaotic evil		Languages Common
Equipment dagger		



GHOUL FLESH SEEKERS IN COMBAT

Whether in full battle or stalking the streets concealed in heavy robes, a flesh seeker hangs back in the shadows. It targets lone foes at the edge of the fray, leaping out from hiding to pin its victims to the ground. Under the flesh seeker's inhuman grasp, an enemy is quickly hacked to death as a sacrifice in Orcus's name.

ADEPT OF ORCUS

In the dark shrine, they spoke in whispers of the fallen priest who had died with a prayer to Orcus on his lips. He might have remained dead, his soul to become a plaything of Orcus, except that he had killed and consumed a priest of Bahamut when he was alive. After his death, he underwent a horrid and unholy transformation. Now, as he rises again, the priest's gruesome form strikes terror even into the hearts of his former faithful.

Adept of Orcus		Level 6 Controller (Leader)	
Medium natural humanoid (undead), ghoul		XP 250	
HP 71; Bloodied 35	Initiative +7		
AC 20, Fortitude 16, Reflex 19, Will 18	Perception +5		
Speed 8	Darkvision		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
TRAITS			
☠ Uneasy Grave ◆ Aura 5			
Any nonminion ghoul ally within the aura that drops to 0 hit points becomes a zombie rotter (<i>Monster Manual</i> , page 274) at the start of its next turn.			
STANDARD ACTIONS			
⊕ Claw ◆ At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 2d6 + 4 damage, and the target is immobilized (save ends).			
✂ Grave Grasp (implement) ◆ At-Will			
Attack: Ranged 5 (one creature); +9 vs. Reflex			
Hit: The target is restrained (save ends).			
✂ Call to Feast (implement) ◆ Recharge ☹ ☹			
Attack: Ranged 5 (one creature); +9 vs. Will			
Hit: The target is immobilized (save ends). One of the adept's allies that is adjacent to the target can make a melee basic attack against the target as a free action.			
☠ Grave Dust Cloud (implement, necrotic, zone) ◆ Encounter			
Attack: Area burst 1 within 5 (living creatures in burst); +9 vs. Fortitude			
Hit: 2d6 + 7 necrotic damage.			
Effect: The burst creates a zone that lasts until the end of the encounter. Any living creature that enters the zone or ends its turn there takes 5 necrotic damage.			
Skills Religion +9, Stealth +12			
Str 14 (+5)	Dex 19 (+7)	Wis 14 (+5)	
Con 15 (+5)	Int 12 (+4)	Cha 17 (+6)	
Alignment chaotic evil Languages Abyssal, Common			
Equipment rod, holy symbol of Orcus			

ADEPTS OF ORCUS IN COMBAT

An adept chants the *Litanies of Flesh Devoured*—a series of oaths dedicated to Orcus—while it attempts to prepare the enemy's flesh for consumption. As the adept's raspy voice echoes across the battlefield, it paralyzes enemies to allow its undead allies to mob them.

GHAST

The rogue thought herself clever when she opened the leaden doors to the lost tomb, saw a dozen slaving ghouls in the antechamber, and quickly sealed the sepulcher. Ten years later—long enough for the ghouls to starve to death, according to her research—she returned to the place. True, the ghouls had met their end. However, their transformation into ghosts wasn't something she hadn't accounted for.

Ghast		Level 6 Brute	
Medium natural humanoid (undead)		XP 250	
HP 85; Bloodied 42	Initiative +6		
AC 18, Fortitude 18, Reflex 17, Will 16	Perception +5		
Speed 6	Darkvision		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
TRAITS			
☠ Stench of Death ◆ Aura 1			
Any living creature that starts its turn within the aura is slowed until the end of the ghast's next turn.			
STANDARD ACTIONS			
⊕ Bite ◆ At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 1d12 + 6 damage, and the target is immobilized until the end of the ghast's next turn.			
⚡ Rabid Claws ◆ At-Will			
Effect: The ghast makes the following attack twice.			
Attack: Melee 1 (one immobilized creature); +11 vs. AC			
Hit: 1d12 + 4 damage.			
⚡ Devouring Bite ◆ Recharge if the power misses			
Attack: Melee 1 (one immobilized or unconscious creature); +11 vs. AC			
Hit: 3d12 + 7 damage.			
TRIGGERED ACTIONS			
⚡ Death Burst (necrotic)			
Trigger: The ghast drops to 0 hit points.			
Attack (No Action): Close burst 2 (living creatures in burst); +9 vs. Fortitude			
Hit: 1d12 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends).			
Skills Athletics +12, Stealth +11			
Str 19 (+7)	Dex 16 (+6)	Wis 14 (+5)	
Con 15 (+5)	Int 7 (+1)	Cha 13 (+4)	
Alignment chaotic evil Languages Common			

GHASTS IN COMBAT

When ghouls go too long without humanoid flesh, they rot away from the inside out. The insatiable hunger that accompanies this transformation grants ghosts a desperate strength and ferocity. A ghast's awful stench sickens and slows its enemies, allowing it to quickly overwhelm creatures attempting to flee. Ghosts hunt in packs, teaming up on defenders to turn even the most powerful warrior into a horrid feast.

GIANT, FIRE

FIRE GIANT SOCIETY VALUES POWER AND MIGHT above all else. Although most fire giants revere the discipline of muscle and steel, others of their kind instead follow paths of mysticism and magic.

LORE

History DC 25: In a long-lost age, mighty strongholds built on the rims of volcanoes served as the centers of power of a fire giant empire. Allied with the efreet, the fire giants enslaved many humanoid races. The labor of dragonborn, humans, and orcs helped build vast fortresses and roads, and the magic of drow and tieflings aided in creating a portal network linking the great fire giant citadels.

Though their empire fell long ago, fire giants yearn to reclaim this lost heritage. Exploring their fallen fortresses, the giants hope to reignite the portal system and create a staging ground for an invasion of their former territories. However, since fire giants have little interest in or aptitude for the rituals involved in reactivating the magic, they seek slaves to do their bidding.

ENCOUNTERS

Fire giants think of themselves as the lords of flame. In truth, however, they hold only a middling amount of power. Though they are able to command azers, hell hounds, and magma beasts, fire giants are often subservient to more powerful creatures of flame such as red dragons, efreet, devils, and fire titans. Whether they lead or follow, fire giants believe first and foremost in their own superiority. As a result, they typically take on the role of brutal and bullying commanders, or of untrustworthy and vacillating subordinates.

FIRE GIANT LAVAMASTER

They had faced fire giants in combat enough times, but this war band was led by lavamasters. Shapers of fire, lavamasters upheld ancient traditions dating from the Dawn War. Those traditions served them well on the battlefield that day, as the adventurers' assault was driven back time and again. Calling on the power of elemental fire, the lavamasters unleashed flames that scoured foes and empowered allies.

Fire Giant Lavamaster	Level 17 Controller (Leader)	
Large elemental humanoid (giant)	XP 1,600	
HP 164; Bloodied 82	Initiative +12	
AC 31, Fortitude 31, Reflex 27, Will 28	Perception +13	
Speed 8		
Resist 15 fire		
TRAITS		
☼ Hearthflames (fire, healing) ◆ Aura 2		
Any enemy that enters the aura or ends its turn there takes 10 fire damage. Any bloodied ally of the lavamaster that starts its turn within the aura regains 10 hit points.		
STANDARD ACTIONS		
⚔ Molten Sword (fire, weapon) ◆ At-Will		
Attack: Melee 2 (one creature); +22 vs. AC		
Hit: 2d10 + 4 fire damage.		
☞ Magma Lash (fire) ◆ Recharge when no creature is grabbed by the lavamaster		
Attack: Ranged 5 (one creature); +20 vs. Reflex		
Hit: 2d8 + 10 fire damage, and the lavamaster pulls the target 4 squares. If the target ends the pull adjacent to the lavamaster, the lavamaster grabs it.		
☼ Magma Burst (fire, zone) ◆ At-Will		
Attack: Area burst 1 within 10 (enemies in burst); +20 vs. Fortitude		
Hit: 2d6 + 10 fire damage.		
Effect: The burst creates a zone that lasts until the end of the lavamaster's next turn. The zone is difficult terrain. Any enemy that enters the zone or ends its turn there takes 10 fire damage.		
TRIGGERED ACTIONS		
⚔ Fiery Vendetta ◆ At-Will		
Trigger: An enemy grabbed by the lavamaster attacks it.		
Effect (Immediate Reaction): The lavamaster or one of its allies can make a melee basic attack against the triggering enemy as a free action.		
Str 24 (+15)	Dex 19 (+12)	Wis 21 (+13)
Con 20 (+13)	Int 15 (+10)	Cha 16 (+11)
Alignment evil		Languages Giant
Equipment chainmail, greatsword		

FIRE GIANT LAVAMASTERS IN COMBAT

Drawing forth the power of the fiery heart of the world, lavamasters shape the battlefield to their allies' advantage. A lavamaster stays in the thick of the fray initially. However, once its allies begin to flag, it retreats and focuses on using *magma burst* to hinder enemies while its own forces are rejuvenated within its *hearthflames* aura.



FIRE GIANT FLAMEDANCER

The stories seemed unbelievable, telling of fire giants fighting with uncanny elemental grace. These so-called flamedancers were said to have forged alliances with the efreetts long ago, learning a devastating fighting style that fused their martial prowess with elemental magic.

Fire Giant Flamedancer Level 18 Skirmisher

Large elemental humanoid (giant) XP 2,000
 HP 174; Bloodied 87 Initiative +17
 AC 32, Fortitude 31, Reflex 29, Will 27 Perception +13
 Speed 8
 Resist 15 fire

TRAITS

Nimble Reaction

The flamedancer gains a +4 bonus to AC against opportunity attacks.

STANDARD ACTIONS

⊕ Whirling Spear (fire, weapon) ♦ At-Will

Attack: Melee 2 (one creature); +23 vs. AC
 Hit: 2d8 + 8 fire damage, and the flamedancer shifts 2 squares.

⊕ Double Attack ♦ At-Will

Effect: The flamedancer uses *whirling spear* twice, making each attack against a different target.

MOVE ACTIONS

Flameburst Leap (fire, teleportation) ♦ Encounter

Effect: The flamedancer teleports 8 squares. Any enemy adjacent to the flamedancer at the start of the teleport takes ongoing 10 fire damage (save ends).

Skills Athletics +21, Acrobatics +20

Str 25 (+16) Dex 22 (+15) Wis 18 (+13)

Con 22 (+15) Int 12 (+10) Cha 15 (+11)

Alignment evil Languages Giant

Equipment hide armor, spear

FIRE GIANT FLAMEDANCERS IN COMBAT

Tactics learned from the efreetts allow a fire giant flamedancer to stay in constant motion on the battlefield, gracefully maneuvering its massive form as it repeatedly wades into its enemies. Its *whirling spear* appears ineffectual compared to the heavier weapons of its kin, but a flamedancer wields it with deadly skill. It reserves its *flameburst leap* for a surprise escape or a suicidal final attack.

FIRE GIANT SMOKECALLER

Survivors of fire giant assaults tell many tales of the giants' brutality. Few have ever seen the more subtle tactics of the smokecallers, and even fewer have lived to tell of these deadly warriors. A fire giant smokecaller eschews the furious fighting of its kin, using its ability to manipulate smoke to take enemies by surprise. A smokecaller creates ashen smoke that spreads across the battlefield. For the warriors that face smokecallers, death lurks inside this unearthly haze.

Fire Giant Smokecaller Level 19 Lurker

Large elemental humanoid (giant) XP 2,400
 HP 140; Bloodied 70 Initiative +18
 AC 33, Fortitude 32, Reflex 31, Will 30 Perception +13
 Speed 10
 Resist 15 fire¹

STANDARD ACTIONS

⊕ Smoldering Whip (fire, weapon) ♦ At-Will

Attack: Melee 5 (one creature); +22 vs. Reflex
 Hit: 3d8 + 10 fire damage, and the smokecaller pulls the target 3 squares.

⊖ Cindersmoke (fire) ♦ At-Will

Requirement: The smokecaller must be within a *smokecloud* zone.

Attack: Close blast 5 (enemies in blast); +22 vs. Fortitude

Hit: 3d8 + 8 fire damage.

Effect: The *smokecloud* zone ends.

Smokecloud (zone) ♦ Recharge when this power ends

Effect: The smokecaller creates a zone in a close burst 3 that lasts until the end of the smokecaller's next turn. The zone blocks line of sight for all creatures except the smokecaller.

Skills Acrobatics +19, Stealth +19

Str 23 (+15) Dex 20 (+14) Wis 19 (+13)

Con 20 (+14) Int 15 (+11) Cha 15 (+11)

Alignment evil Languages Giant

Equipment chainmail, whip

FIRE GIANT SMOKECALLERS IN COMBAT

Smokecallers employ the typical tactics of scouts, spies, and sneaks. An initial *smokecloud* allows a smokecaller to fall back while its bolder kin storm the battlefield. It then strikes from concealment, focusing on opponents it can blind with *cindersmoke* or pull close with *smoldering whip*.

in tactical sense, a berserker makes up for in sheer destructive force.

FROST GIANT SHIELD BEARER

The first wave of brutish frost giant warriors is bad enough, but when the shield bearers arrive hard on their heels, that spells doom for defenders. These powerful and loyal warriors are the protectors of a frost giant chieftain. They represent the killing stroke of a raiding party.

Frost Giant Shield Bearer		Level 18 Soldier
Large elemental humanoid (cold, giant)		XP 2,000
HP 174; Bloodied 87	Initiative +17	
AC 34, Fortitude 32, Reflex 31, Will 28	Perception +14	
Speed 8 (ice walk)		
Resist 15 cold		
TRAITS		
Coordinated Attack		
The shield bearer has combat advantage against an enemy while another frost giant shield bearer is adjacent to that enemy.		
Icebound Footing		
When an effect pulls, pushes, or slides the shield bearer, it moves 2 squares less than the effect specifies. In addition, the shield bearer can make a saving throw to avoid falling prone.		
STANDARD ACTIONS		
⚔ Icy Battleaxe (cold, weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +23 vs. AC		
Hit: 3d10 + 10 cold damage, and the target is marked until the end of the shield bearer's next turn.		
⚔ Protective Strike ♦ Encounter		
Effect: The shield bearer uses <i>icy battleaxe</i> . On a hit, the attack deals 10 extra cold damage, and one ally within 10 squares of the shield bearer gains 25 temporary hit points.		
MINOR ACTIONS		
🛡 Defensive Stand ♦ At-Will (1/round)		
Effect: Choose one enemy within 10 squares of the shield bearer that is not marked by it. If that enemy moves adjacent to the shield bearer before the end of the shield bearer's next turn, the shield bearer can use <i>icy battleaxe</i> against the enemy as a free action.		
Skills Athletics +21, Intimidate +16		
Str 24 (+16)	Dex 22 (+15)	Wis 20 (+14)
Con 22 (+15)	Int 15 (+11)	Cha 14 (+11)
Alignment evil	Languages Giant	
Equipment hide armor, heavy shield, battleaxe		

FROST GIANT SHIELD BEARERS IN COMBAT

Frost giant shield bearers let nothing stand in their way on the battlefield, and they fight to the death in the defense of their clan's territory or chieftain. A shield bearer stays close to its allies in melee, maximizing the effectiveness of *coordinated attack* and *protective strike*.

FROST GIANT CHIEFTAIN

A sudden blizzard seals a mountain pass, trapping travelers in a shroud of howling wind. Through the storm comes the sound of booming laughter. The voice of a frost giant chieftain announces that these peaks belong to its people, and that all others who journey there must surrender or die. Of course, those who surrender might be killed anyway as cowards.

GIANT, FROST

Frost Giant Chieftain		Level 20 Controller
Large elemental humanoid (cold, giant)		XP 2,800
HP 190; Bloodied 95	Initiative +15	
AC 34, Fortitude 33, Reflex 29, Will 30	Perception +14	
Speed 8 (ice walk)		
Resist 15 cold		
TRAITS		
☼ Emanating Cold ♦ Aura 2		
Enemies within the aura grant combat advantage to cold creatures.		
Icebound Footing		
When an effect pulls, pushes, or slides the chieftain, it moves 2 squares less than the effect specifies. In addition, the chieftain can make a saving throw to avoid falling prone.		
STANDARD ACTIONS		
⚔ Icy Greataxe (cold, weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 2d12 + 5 cold damage.		
🌀 Eye of the Storm (cold) ♦ At-Will		
Attack: Ranged 5 (one creature); +23 vs. Reflex		
Hit: 2d8 + 9 cold damage, and the target takes ongoing 10 cold damage and is slowed (save ends both).		
MINOR ACTIONS		
🏰 Pillar of Ice ♦ At-Will (1/round)		
Effect: The chieftain creates a Medium or Large pillar of ice on a solid surface in an unoccupied square within 10 squares of it. The pillar occupies the space in which it's created, and it lasts until the end of the chieftain's next turn. Any enemy that starts its turn adjacent to the pillar is slowed until the start of its next turn. The pillar blocks line of sight, and while adjacent to the pillar, an enemy grants combat advantage.		
❄ Grip of Winter (cold, zone) ♦ Recharge when first bloodied		
Effect: The chieftain creates a zone in an area burst 2 within 10 squares that lasts until the end of the encounter. The zone is difficult terrain, and any enemy that ends its turn within the zone takes 15 cold damage.		
Skills Athletics +22, Intimidate +21		
Str 25 (+17)	Dex 20 (+15)	Wis 18 (+14)
Con 22 (+16)	Int 15 (+12)	Cha 23 (+16)
Alignment evil	Languages Giant, Primordial	
Equipment hide armor, greataxe		

FROST GIANT CHIEFTAINS IN COMBAT

A frost giant chieftain uses its elemental powers to reshape the battlefield and hinder its foes. From behind the protection of shield bearers, the chieftain creates pillars of ice and zones of deadly frost.

GIANT, HILL

CARAVAN DRIVERS PLYING ANCIENT ROADS know the wisdom of employing strong bands of guards. On the immediate outskirts of civilization, bandits are a constant threat—but the deeper wilds hold far more deadly dangers. Countless draft horses have ended up on the roasting spit of a hill giant band—as have many merchants who didn't heed the reputation of these giants.

LORE

Nature DC 21: Like all of giantkind, hill giants were created by the primordials as warriors in their battles against the gods. While fire giants and frost giants cling to shreds of their former purpose and a hatred of mortal humanoids, hill giants have long since accepted life in the natural world. Hill giant clans even engage in trade and long-term relations with brutish humanoid tribes.

Though most giants are brutish and coarse, hill giants are particularly unrefined and unpredictable. The race's minimal social skills inhibit the creation of hill giant societies. Most hill giant groups consist of a single family. On the rare occasions when hill giants band together under the leadership of a powerful chief, their lairs (known as steadings) resound with near-constant quarreling and infighting. In many cases, boisterous hill giants all but ignore the sound of attackers within their own homes.

ENCOUNTERS

Hill giants are not well regarded by the rest of giantkind, because they long ago turned their backs on their primordial origin and purpose. Though hill giants are sometimes employed as thugs and minions by storm giants or death giants, the relationship is always rocky. Hill giants avoid the inclement environments favored by frost giants and fire giants. However, those giants sometimes take hill giants as slaves.

Hill giants are found in the ranks of evil humanoid armies or raiding bands, where they serve as front-line troops. The smasher is the hill giant most likely to ally with humanoid tribes, accepting service with any evil humanoid that can promise a steady food supply. However, when marching under the banner of Bane, Gruumsh, or another god, the giants often turn against their allies, perhaps out of some ancient fragment of loyalty to their primordial creators.

HILL GIANT SMASHER

The goblin bandits of the borderlands were scarcely a match for the human militia that guarded the settlement. However, when the goblin chief launched his most recent attack, he revealed a new weapon—a hill giant smasher. The giant cut through the defenders'



ranks with brutal efficiency, and soon word had spread of the town's slaughtered inhabitants.

Hill Giant Smasher	Level 11 Brute	
Large natural humanoid (giant)	XP 600	
HP 137; Bloodied 68	Initiative +7	
AC 23, Fortitude 24, Reflex 20, Will 23	Perception +8	
Speed 8		
TRAITS		
Mobility		
At the start of each of its turns, the smasher can make a saving throw against one effect that a save can end. The effect must include the immobilized, restrained, or slowed condition.		
STANDARD ACTIONS		
⊕ Greatclub (weapon) ⊕ At-Will		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 2d10 + 10 damage, and a different enemy adjacent to the smasher takes 7 damage.		
⊕ Brutal Smash (weapon) ⊕ Recharge if the power misses		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 4d10 + 14 damage.		
⊕ Whirling Crush (weapon) ⊕ Encounter		
Attack: Close burst 2 (enemies in burst); +16 vs. AC		
Hit: 2d10 + 8 damage.		
TRIGGERED ACTIONS		
⊕ Persistent Smash		
Trigger: The smasher drops to 0 hit points.		
Effect (Immediate Interrupt): The smasher moves half its speed and uses greatclub.		
Skills Athletics +15		
Str 21 (+10)	Dex 14 (+7)	Wis 16 (+8)
Con 17 (+8)	Int 7 (+3)	Cha 11 (+5)
Alignment chaotic evil		Languages Giant
Equipment hide armor, greatclub		

HILL GIANT SMASHERS IN COMBAT

A paragon of rage and violence, the hill giant smasher is frequently recruited into the ranks of brutish humanoid forces. Though its allies might worry about tactics, the smasher is most effective when rampaging unpredictably through enemy ranks.

HILL GIANT ROCKTHROWER

Frontier scouts move warily through the foothills. When they spy a single hill giant hiding beneath a low bluff, they charge the lone bandit, intent on ending its harassment of local caravans. Before they can reach the giant, a barrage of boulders rains down. Shouting in triumph, the rockthrowers rise from their hiding places, and the real assault begins.

Hill Giant Rockthrower		Level 12 Artillery
Large natural humanoid (giant)		XP 700
HP 97; Bloodied 48		Initiative +10
AC 24, Fortitude 25, Reflex 25, Will 22		Perception +9
Speed 8		
STANDARD ACTIONS		
⊕ Greatclub (weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 2d10 + 4 damage.		
⊗ Knockdown Throw (weapon) ♦ At-Will		
Attack: Ranged 10/20 (one creature); +17 vs. Reflex		
Hit: 2d8 + 7 damage, and the rockthrower pushes the target 2 squares or knocks it prone.		
⚡ Shattering Rockburst (weapon) ♦ Recharge ☹ ☹ ☹		
Attack: Area burst 1 within 10 (creatures in burst); +17 vs. Fortitude		
Hit: 2d8 + 6 damage, and the target is dazed (save ends).		
Skills Athletics +17		
Str 22 (+12)	Dex 18 (+10)	Wis 16 (+9)
Con 19 (+10)	Int 9 (+5)	Cha 14 (+8)
Alignment chaotic evil Languages Giant		
Equipment hide armor, greatclub, 10 rocks		

HILL GIANT ROCKTHROWERS IN COMBAT

A hill giant rockthrower prefers high ground that offers clear sight of its enemies, usually behind a stretch of rough terrain or atop a cliff. When ambushing, a rockthrower leads with *shattering rockburst* to disrupt its foes' tactics. The giant then targets mobile foes with *knockdown throw*, thwarting the enemy's attempts to close for melee.

HILL GIANT AVALANCHER

When the hill giants were first spotted, the patrol welcomed the fight. This was their sixth sortie in as many days. Each time, these great brutes had been predictable, and the fast-moving knights had cut them down. The final fight was different, though. Those who survived the battle cursed the hill giant avalanchers, who fell on them in a barrage of rocks and crushing club attacks. The survivors warned their comrades about these new foes, who were as tough as any other hill giant and much more cunning.

Hill Giant Avalancher		Level 14 Skirmisher
Large natural humanoid (giant)		XP 1,000
HP 139; Bloodied 69		Initiative +15
AC 28, Fortitude 25, Reflex 27, Will 24		Perception +10
Speed 8		
STANDARD ACTIONS		
⊕ Greatclub (weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 2d10 + 11 damage.		
⊗ Rolling Rock (weapon) ♦ At-Will		
Attack: Ranged 8 (one creature); +17 vs. Reflex		
Hit: 2d10 + 4 damage, and the avalancher slides the target 4 squares and knocks it prone.		
⊕ Crushing Charge (weapon) ♦ Recharge ☹ ☹ ☹ ☹		
Effect: The avalancher charges and makes the following attack in place of a melee basic attack.		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 2d10 + 11 damage, and the target falls prone.		
MOVE ACTIONS		
Stomping Shift ♦ At-Will		
Effect: The avalancher shifts 4 squares and can move through prone enemies' spaces. Each time the avalancher enters a prone enemy's space for the first time during the shift, that enemy takes 8 damage.		
Skills Athletics +17		
Str 21 (+12)	Dex 23 (+13)	Wis 17 (+10)
Con 19 (+11)	Int 15 (+9)	Cha 11 (+7)
Alignment chaotic evil Languages Giant		
Equipment hide armor, greatclub		

HILL GIANT AVALANCHERS IN COMBAT

An avalancher avoids direct confrontation with powerful combatants. It prefers to take out enemies that are weak or on the ground. The giant uses *crushing charge* as its default attack, but it uses *rolling rock* to break up ranged attacks or target spellcasters at the edge of the fray. Avalanchers take advantage of their kin's predictable tactics, using *stomping shift* to plow through foes at every opportunity.

GIRALLON MARAUDERS IN COMBAT

A girallon marauder wades into the midst of its enemies, allowing itself to be flanked or surrounded so that it can attack as many targets as possible. A marauder takes advantage of its superior climbing skill to move around the battlefield or surprise foes.

GIRALLON ALPHA

Among some of the savage humanoid tribes of the deepest forests that fear girallons, the fear transforms into a kind of dark worship. The powerful alpha is revered as a spiritual gatekeeper. When the oldest hunters of the tribe near the end of life, they might journey out into the jungle rather than suffer infirmity. Undergoing a solemn ritual of passage, they leave their people for one last hunt, stalking the deadly girallon alpha. When a hunter finds an alpha, the beast grants the hunter a worthy death.

Girallon Alpha	Level 17 Brute	
Large natural beast	XP 1,600	
HP 195; Bloodied 97	Initiative +14	
AC 29, Fortitude 29, Reflex 28, Will 27	Perception +17	
Speed 8, climb 6		
TRAITS		
☼ Threatening Claws ◆ Aura 1		
Enemies within the aura grant combat advantage.		
Combat Climber		
The alpha does not provoke opportunity attacks by climbing.		
STANDARD ACTIONS		
⊕ Claw ◆ At-Will		
Attack: Melee 2 (one creature); +21 vs. AC		
Hit: 3d12 + 10 damage.		
⊕ Claw Flurry ◆ Recharge ☼ ☼		
Effect: The alpha makes the following attack four times.		
Attack: Melee 2 (one creature); +21 vs. AC		
Hit: 1d12 + 8 damage.		
⬅ Rend and Tear ◆ Recharge ☼ ☼		
Attack: Close blast 3 (enemies in blast); +19 vs. Fortitude		
Hit: 3d12 + 10 damage, and the alpha slides the target 3 squares.		
TRIGGERED ACTIONS		
⚡ Whirling Claws ◆ At-Will		
Trigger: An enemy starts its turn within 2 squares of the alpha.		
Effect (Free Action): The alpha slides the target 1 square.		
Skills Acrobatics +19, Athletics +20		
Str 24 (+15)	Dex 22 (+14)	Wis 19 (+12)
Con 15 (+10)	Int 3 (+4)	Cha 14 (+10)
Alignment chaotic evil Languages –		

GIRALLON ALPHAS IN COMBAT

The alpha is the most dangerous of natural girallons, tearing into its foes with a rabid intensity. In its forest home, an alpha travels through the trees, dropping to the ground in the midst of its enemies. This blood-thirsty hunter stays in the thick of combat to take on as many targets as possible, using *whirling claws* to drag foes close.

INFERNAL GIRALLON

The Blood War between devils and demons is little more than legend in the mortal world, but sages warn that fiendish ruins hold dark reminders of that deadly conflict. The legendary infernal girallons were bred to serve as slave troops. Their considerable bloodlust became enhanced as they were warped and twisted by devilish power. Adventurers who scoff at such tales rarely return from the infernal ruins they hope to plunder.

Infernal Girallon	Level 22 Brute	
Large immortal beast (devil)	XP 4,150	
HP 249; Bloodied 124	Initiative +18	
AC 34, Fortitude 34, Reflex 30, Will 32	Perception +16	
Speed 8, climb 6	Darkvision	
TRAITS		
☼ Threatening Claws ◆ Aura 1		
Enemies within the aura grant combat advantage.		
☼ Burning Soul (fire) ◆ Aura 2		
Any enemy that starts its turn within the aura takes 10 fire damage, or 20 fire damage if the girallon is bloodied.		
Combat Climber		
The infernal girallon does not provoke opportunity attacks by climbing.		
STANDARD ACTIONS		
⊕ Claw ◆ At-Will		
Attack: Melee 2 (one creature); +26 vs. AC		
Hit: 3d12 + 10 damage.		
⊕ Claw Flurry ◆ At-Will		
Effect: The alpha makes the following attack four times.		
Attack: Melee 2 (one creature); +26 vs. AC		
Hit: 1d12 + 8 damage.		
⬅ Burning Ichor (fire) ◆ Recharge ☼ ☼		
Attack: Close blast 3 (enemies in blast); +24 vs. Reflex		
Hit: 3d10 + 15 fire damage, and ongoing 10 fire damage (save ends).		
Skills Acrobatics +23, Athletics +24		
Str 27 (+19)	Dex 24 (+18)	Wis 20 (+16)
Con 19 (+15)	Int 3 (+7)	Cha 12 (+12)
Alignment chaotic evil Languages –		

INFERNAL GIRALLONS IN COMBAT

Fire flares around an infernal girallon, searing enemies that stand against these creatures. An infernal girallon throws itself against the most powerful opponents, allowing itself to be surrounded so that its *claw flurry* and *burning ichor* devastate the largest number of foes.

GNOLL

ACCOUNTS FROM THE HOLLOW-EYED SURVIVORS of gnoll raids paint a similar picture of death and destruction. As gnoll packs grow in number and strike deeper into settled lands, fear spreads with the sound of their cackling laughter echoing through the night.

LORE

Nature DC 17: Packs of gnolls war against each other constantly, usually when one group encroaches on another's hunting grounds. The victors of these battles sometimes take survivors from the losing pack as slaves, treating them with the same cruelty as they do the slaves of other races.

The chosen of Yeenoghu are the seers and mystics of a pack. They compete with the war fangs for the ear of their leaders. The chosen are often responsible for raids and other despicable acts performed in the name of their demon lord.

ENCOUNTERS

Gnolls have no natural allies aside from the hyenas they train as beasts of war. However, when cults to Yeenoghu arise among other cultures, gnolls can contain their violent tendencies long enough to form alliances. More commonly, gnolls appear as mercenaries and brigands after breaking with their war bands.



GNOLL SKULKER

Gnoll skulkers are the runts of gnoll bloodlines. They lurk at the edge of the fray, striking only when their more powerful kin force them forward. Even when they are driven by fear, their blades form a wall of blood and steel that is not easily broken.

Gnoll Skulker	Level 5 Lurker	
Medium natural humanoid	XP 200	
HP 51; Bloodied 25	Initiative +10	
AC 19, Fortitude 17, Reflex 19, Will 15	Perception +4	
Speed 7	Low-light vision	
TRAITS		
Peerless Camouflage The skulker can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment. If the skulker is hidden from one or more creatures and moves to a square that does not provide it any cover or any concealment, it remains hidden from those creatures until the start of its next turn.		
Something to Prove The skulker deals 5 extra damage on ranged and melee attacks against a target that has none of the skulker's allies adjacent to it.		
STANDARD ACTIONS		
⚔ Dagger (weapon) ♦ At-Will Attack: Melee 1 (one creature); +10 vs. AC Hit: 2d4 + 8 damage.		
🏹 Shortbow (weapon) ♦ At-Will Attack: Ranged 15/30 (one creature); +10 vs. AC Hit: 2d8 + 4 damage.		
TRIGGERED ACTIONS		
Hit and Run ♦ At-Will Requirement: The skulker must be hidden. Trigger: The skulker hits with shortbow. Effect (Free Action): The skulker shifts 2 squares.		
Skills Stealth +11		
Str 18 (+6)	Dex 19 (+6)	Wis 15 (+4)
Con 15 (+4)	Int 15 (+4)	Cha 14 (+4)
Alignment chaotic evil Languages Abyssal, Common		
Equipment dagger, shortbow, 20 arrows		

GNOLL SKULKERS IN COMBAT

Skulkers start a fight by sniping from the edge of combat. A skulker is easily daunted by its allies, so it avoids attacking foes that are engaged in combat with other gnolls.

GNOLL WAR FANG

The attackers had almost broken through the gnoll defenses when the war fang appeared. Clad in heavy armor scarred with demonic sigils, the sinister champion of Yeenoghu raised the pack's standard and howled a challenge that was echoed by the other surviving gnolls.

Gnoll War Fang		Level 6 Soldier (Leader)	
Medium natural humanoid		XP 250	
HP 72; Bloodied 36	Initiative +7		
AC 22, Fortitude 17, Reflex 16, Will 20	Perception +5		
Speed 7	Low-light vision		
TRAITS			
☼ War Fang Defense ◆ Aura 1			
Allies within the aura gain a +2 bonus to AC.			
Pack Attack			
The war fang's melee attacks deal 5 extra damage against an enemy that has two or more gnoll allies adjacent to it.			
STANDARD ACTIONS			
⚔ Longsword (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 1d8 + 6 damage, or 1d8 + 10 while the war fang is bloodied.			
MINOR ACTIONS			
🔥 Demonic Challenge (fire) ◆ At-Will (1/round)			
Effect: The war fang marks one enemy within 3 squares until the end of the encounter or until the war fang uses this power again. Until the mark ends, whenever the marked enemy makes an attack that does not include the war fang as a target, the marked enemy takes 10 fire damage.			
TRIGGERED ACTIONS			
⚔ No Mercy ◆ At-Will			
Trigger: An enemy misses the war fang with a melee attack.			
Effect (Immediate Reaction): One ally adjacent to the triggering enemy can make a melee basic attack against it as a free action.			
Skills Intimidate +12			
Str 19 (+7)	Dex 14 (+5)	Wis 15 (+5)	
Con 16 (+6)	Int 16 (+6)	Cha 18 (+7)	
Alignment chaotic evil Languages Abyssal, Common			
Equipment plate armor, longsword			

GNOLL WAR FANGS IN COMBAT

A war fang fights from behind the front ranks, goading its charges forward. When battle is met, a war fang targets the most powerful enemy defenders and strikers.

CHOSEN OF YEENOGHU

The advancing gnoll was a wretched figure, bent with age and cloaked in moldering humanoid skins. When it raised its staff and gave a bark, four howling shapes rose from the shadows around it. The pack of undead hyenas then spread out to devour foes.

Chosen of Yeenoghu		Level 7 Elite Controller	
Medium natural humanoid, gnoll		XP 600	
HP 156; Bloodied 78	Initiative +5		
AC 21, Fortitude 19, Reflex 17, Will 19	Perception +8		
Speed 7	Low-light vision		
Saving Throws +2; Action Points 1			
TRAITS			
Pack Attack			
The chosen of Yeenoghu's melee attacks deal 5 extra damage against an enemy that has two or more gnoll allies adjacent to it.			
STANDARD ACTIONS			
⚔ Staff (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +12 vs. AC			
Hit: 2d8 + 4 damage.			

⚔ Bolt of Ruination (implement, necrotic, teleportation) ◆ At-Will		
Attack: Ranged 5 (one creature); +10 vs. Fortitude		
Hit: 2d6 + 4 necrotic damage, and one hyena spirit within 10 squares of the chosen teleports to a square adjacent to the target.		
MINOR ACTIONS		
🗨 Call Beyond the Grave ◆ Encounter		
Effect: Four hyena spirits appear in unoccupied squares within 10 squares of the chosen. The chosen takes 5 damage whenever one of its hyena spirits drops to 0 hit points. The spirits disappear at the end of the encounter.		
👤 Hyena Spirit ◆ At-Will (1/round)		
Effect: One hyena spirit appears in an unoccupied square within 10 squares of the chosen. The chosen takes 5 damage when the hyena spirit drops to 0 hit points. The spirit disappears at the end of the encounter.		
👤 Spirit Strike ◆ At-Will (1/round)		
Effect: One hyena spirit within 10 squares of the chosen can make a bite attack as a free action, with a +2 bonus to the attack roll.		
🗨 To the Front (teleportation) ◆ At-Will (1/round)		
Effect: Each ally adjacent to the chosen can teleport 10 squares.		
Skills Arcana +13, Religion +13		
Str 16 (+6)	Dex 14 (+5)	Wis 20 (+8)
Con 14 (+5)	Int 20 (+8)	Cha 17 (+6)
Alignment chaotic evil Languages Abyssal, Common		
Equipment hide armor, staff		

CHOSEN OF YEENOGHU IN COMBAT

A chosen of Yeenoghu fights from the back, teleporting gnolls into the fray. A chosen calls up hyena spirits to form a protective cordon around it.

HYENA SPIRIT

A hyena spirit is the undead vestige of a prized gnoll war beast. Bound to a tribe by dark magic, it continues to fight on after death.

Hyena Spirit		Level 7 Minion Soldier	
Medium shadow beast (undead)		XP 75 or 0 if created by the chosen of Yeenoghu	
HP 1; a missed attack never damages a minion.		Initiative +9	
AC 21, Fortitude 19, Reflex 19, Will 17		Perception +5	
Speed 8		Darkvision	
TRAITS			
☼ Spectral Jaws ◆ Aura 1			
Any enemy that starts its turn within the aura is slowed until the end of its next turn.			
STANDARD ACTIONS			
⚔ Bite ◆ At-Will			
Attack: Melee 1 (one creature); +12 vs. AC			
Hit: 7 damage.			
Str 19 (+7)	Dex 19 (+7)	Wis 14 (+5)	
Con 14 (+5)	Int 2 (-1)	Cha 7 (+1)	
Alignment chaotic evil Languages –			

HYENA SPIRITS IN COMBAT

Hyena spirits called into combat have their actions dictated by the creature controlling them. Unbound hyena spirits engage enemies that are already in combat with other gnolls.

GREMLIN

IN CITIES AND TOWNS ACROSS SETTLED LANDS, unexplained events make citizens edgy. Valuables disappear under the eyes of trustworthy guards. Messages appear sealed with the marks of lords and nobles, yet the contents are vehemently disavowed by those who seemingly wrote them. People whisper of dark conspiracies or curses, yet few suspect the true source of this villainy.

LORE

Arcana DC 19: The fomorian king Thrumbolg created the first gremlins in the aftermath of his assault on Mag Tureah. On his orders, captured goblin slaves were transformed and corrupted by powerful rituals. The gremlins that resulted were the tools by which Thrumbolg sowed unease and dissent within the cities of the eladrin. Using them, he broke up powerful fey alliances that were joined against him.

However, Thrumbolg overestimated his ability to control the gremlins, and they wreaked havoc within the fomorian king's own court before being driven out. Now scattered across the Feydark, the Feywild, and the mortal realm, gremlins wreak havoc wherever they can.

ENCOUNTERS

Gremlins can be found living openly among goblins, orcs, lizardfolk, and other humanoids that can tolerate their chaotic presence. However, these creatures most often dwell unseen within the settlements of those they terrorize, taming vermin and animals to their service. Demons and gremlins are natural allies, sowing destruction wherever they are found.

GREMLIN DECEIVER

Within the innermost circle of the royal court, documents and heirlooms are brazenly stolen and then traced to the quarters of visiting nobles. Threats and protestations of innocence quickly give rise to discord and violence. Meanwhile, a gremlin deceiver watches gleefully from the shadows.

GREMLIN DECEIVERS IN COMBAT

Gremlin deceivers avoid combat if possible. However, when pressed, they rely on allies to protect them while they lock down enemies across the battlefield.



Gremlin Deceiver

Level 5 Controller

Small fey humanoid

XP 200

HP 63; Bloodied 31

Initiative +4

AC 19, Fortitude 16, Reflex 18, Will 17

Perception +10

Speed 6

Low-light vision

TRAITS

☞ Sabotaging Presence ◆ Aura 5

Enemies within the aura take a -5 penalty to skill checks.

STANDARD ACTIONS

⊕ Claw ◆ At-Will

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 2d6 + 6 damage.

☞ Befuddling Burst (charm, psychic) ◆ Recharge ☞ ☞ ☞

Attack: Area burst 2 within 10 (enemies in burst); +8 vs. Will

Hit: 1d8 + 5 psychic damage, and the target cannot shift or stand up (save ends).

Miss: The target cannot shift or stand up until the end of its next turn.

MINOR ACTIONS

☞ Slip Up ◆ At-Will (1/round)

Attack: Ranged 5 (one creature); +8 vs. Will

Hit: The target falls prone.

TRIGGERED ACTIONS

Gremlin Tactics ◆ At-Will

Trigger: An enemy adjacent to the deceiver misses it with a melee attack.

Effect (Immediate Reaction): The deceiver swaps positions with the triggering enemy.

Skills Bluff +8, Stealth +9, Thievery +9

Str 12 (+3)

Dex 15 (+4)

Wis 16 (+5)

Con 15 (+4)

Int 18 (+6)

Cha 13 (+3)

Alignment chaotic evil

Languages Common, Elven, Goblin

GREMLIN SKULKER

A blacksmith is found dead after his shop burns to the ground around him. A tavern owner whispers of being watched and is found clawed to death as if by some foul beast. A rash of unsolved murders has the city on edge, and no one realizes the true killer.

Gremlin Skulker Small fey humanoid	Level 7 Lurker XP 300
HP 64; Bloodied 32	Initiative +11
AC 21, Fortitude 18, Reflex 21, Will 18	Perception +6
Speed 6	Low-light vision
TRAITS	
☠ Sabotaging Presence ♦ Aura 5 Enemies within the aura take a -5 penalty to skill checks.	
Shadow Sneak (illusion) While adjacent to any enemy, the skulker is invisible.	
Opportunistic Advantage The skulker deals 2d6 extra damage with opportunity attacks.	
STANDARD ACTIONS	
⚔ Claw ♦ At-Will Attack: Melee 1 (one creature); +12 vs. AC Hit: 2d6 + 4 damage. If the target moves away from the skulker before the end of its next turn, the target falls prone at the end of its move.	
TRIGGERED ACTIONS	
Gremlin Tactics ♦ At-Will Trigger: An enemy adjacent to the skulker misses it with a melee attack. Effect (Immediate Reaction): The skulker swaps positions with the triggering enemy.	
Shadow Skulk ♦ Encounter Trigger: An enemy adjacent to the skulker moves. Effect (Immediate Reaction): The skulker shifts 6 squares, moving with the triggering enemy as it completes the move. The skulker remains adjacent to the enemy during the move and must end the shift adjacent to the enemy.	
Skills Stealth +12, Thievery +12	
Str 13 (+4)	Dex 19 (+7) Wis 17 (+6)
Con 16 (+6)	Int 16 (+6) Cha 14 (+5)
Alignment chaotic evil Languages Common, Elven, Goblin	

GREMLIN SKULKERS IN COMBAT

A gremlin skulker is a cowardly opportunist that waits for the optimal moment to attack. When that time comes, it conceals itself in the thick of combat.

GREMLIN CONNIVER

The assassins' guild leader had told his comrades that he wanted peace between his guild and the thieves' guild. However, the letter that was delivered to the leader of the thieves' guild said differently. Before the confusion could be sorted out, a bloody street battle ensued, leaving both leaders dead. The survivors could only guess at who—or what—was responsible.

GREMLIN CONNIVERS IN COMBAT

A conniver lingers in the shadows to work its magic undetected, directing a dominated target against his or her allies. Once its ruse is discovered, a conniver uses bursts of *beguiling fog* to inhibit its foes.

Gremlin Conniver Small fey humanoid	Level 17 Controller XP 1,600
HP 162; Bloodied 81	Initiative +13
AC 31, Fortitude 28, Reflex 31, Will 29	Perception +18
Speed 6	Low-light vision
STANDARD ACTIONS	
⚔ Claw (teleportation) ♦ At-Will Attack: Melee 1 (one creature); +22 vs. AC Hit: 4d6 + 10 damage, and the conniver teleports the target 5 squares.	
☞ Connive (charm) ♦ At-Will Attack: Ranged 10 (one creature); +20 vs. Will Hit: The target is dominated (save ends). The conniver can have only one creature dominated at a time.	
MINOR ACTIONS	
☞ Beguiling Fog ♦ Recharge [1] Attack: Area burst 2 within 10 (enemies in burst); +20 vs. Will Hit: The target is dazed (save ends). Miss: The target is dazed until the end of its next turn.	
TRIGGERED ACTIONS	
Gremlin Tactics ♦ At-Will Trigger: An enemy adjacent to the conniver misses it with a melee attack. Effect (Immediate Reaction): The conniver swaps positions with the triggering enemy.	
Skills Bluff +16, Stealth +18, Thievery +18	
Str 15 (+10)	Dex 21 (+13) Wis 20 (+13)
Con 18 (+12)	Int 24 (+15) Cha 17 (+11)
Alignment chaotic evil Languages Common, Elven, Goblin	

GREMLIN PRANKSTER

Though fully possessed of their kin's capacity for trickery, gremlin pranksters are far less subtle in their actions.

Gremlin Prankster Small fey humanoid	Level 17 Minion Controller XP 400
HP 1; a missed attack never damages a minion.	Initiative +14
AC 31, Fortitude 27, Reflex 30, Will 29	Perception +18
Speed 6	Low-light vision
TRAITS	
☠ Sabotaging Presence ♦ Aura 5 Enemies within the aura take a -5 penalty to skill checks.	
STANDARD ACTIONS	
⚔ Claw ♦ At-Will Attack: Melee 1 (one creature); +22 vs. AC Hit: 12 damage.	
MINOR ACTIONS	
☞ Slip Up ♦ At-Will (1/round) Attack: Ranged 5 (one creature); +20 vs. Will Hit: The prankster slides the target 3 squares and knocks it prone.	
Skills Stealth +19, Thievery +19	
Str 16 (+11)	Dex 22 (+14) Wis 21 (+13)
Con 19 (+12)	Int 20 (+13) Cha 16 (+11)
Alignment chaotic evil Languages Common, Elven, Goblin	

GREMLIN PRANKSTERS IN COMBAT

The most frail of their kind, gremlin pranksters throw themselves into battle with abandon, hoping to cause chaos before they retreat to the shadows.

HAG

THOUGH NATIVE TO THE FEYWILD, the vile race of hags can be found throughout the planes. Hags' mastery of dark fey magic and their propensity to gather secrets makes them coveted as spellcasters and oracles. However, these deadly creatures are as treacherous as they are powerful.

LORE

Arcana DC 27: Hags are the keepers of secrets, all of which they jealously guard from other creatures. These secrets are gained through foul divinations, pacts with humanoids, and a network of portals that connects hags throughout the Feywild and the mortal world.

Adventurers who enter into a bargain with a hag must often undertake a minor quest against the hag's enemies, including an archfey, devils or demons, or the hags of competing covens.

A dream hag uses magic to send dreams to its victims, providing clues to a journey the recipient must make, such as landmarks that can guide a hero

to desperately needed magic or lore. The dream hag, working in concert with the victim's enemies, sows traps and other hazards along the way. A hag has only partial control over the visions it sends. Even the most devious of hags cannot prevent scraps of useful information from appearing to their victims.

ENCOUNTERS

Hags seldom undertake more labor than they need to, and they surround themselves with guards and servants to do their bidding. Undead, evil fey, aberrant creatures, and brutish humanoids can be found in a hag's service. Characters who seek out a hag's counsel or divination typically face a gauntlet of such attackers first.

Mist hags ally with devils, serving as caretakers of the greatest treasures of the dukes and princes of the Nine Hells. However, mist hags are prone to turning against their masters and making off with particularly valuable items.

PACT HAG

The pact hag's crude hut lies out of sight of the village, close enough to draw those seeking its secrets but



Pact Hag	Level 11 Controller (Leader)	
Medium fey humanoid	XP 600	
HP 115; Bloodied 57	Initiative +7	
AC 25, Fortitude 23, Reflex 23, Will 24	Perception +15	
Speed 6	Low-light vision	
TRAITS		
☼ Pact of Obedience ◆ Aura 5		
Any ally within the aura that misses with a melee attack can take 5 damage to gain a +2 power bonus to the attack roll.		
STANDARD ACTIONS		
⊕ Compelling Staff (charm, weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 1d6 + 5 damage, and the target makes a melee basic attack as a free action against a creature of the hag's choice.		
⊖ Pact of Compelled Alliance (charm) ◆ At-Will		
Attack: Ranged 10 (one creature); +14 vs. Will		
Hit: The target is dominated until the end of the hag's next turn.		
⤴ Pact of Choked Aggression (charm, psychic) ◆ Recharge when no creature is affected by this power		
Attack: Ranged 10 (one creature); +14 vs. Will		
Hit: The target is affected by a pact of choked aggression until the end of the encounter or until the hag or one of its allies attacks the target. While affected by the pact, the target takes 10 psychic damage the first time it hits a creature during each of its turns.		
⤴ Pact of Shared Agony (psychic) ◆ Recharge if the power misses		
Requirement: The hag must be bloodied.		
Attack: Ranged 10 (one creature); +14 vs. Fortitude		
Hit: Until the end of the encounter, while the target is within 10 squares of the hag, the target takes 10 psychic damage whenever the hag takes damage.		
Skills Arcana +14, Bluff +13, Diplomacy +13, Insight +15		
Str 12 (+6)	Dex 14 (+7)	Wis 21 (+10)
Con 19 (+9)	Int 19 (+9)	Cha 16 (+8)
Alignment unaligned		Languages Common, Elven, Giant
Equipment staff		

distant enough to hold the curious at bay. Many come in search of the power, knowledge, and rituals the hag possesses. However, such things come at a price, which is named in the pacts the hag forges.

PACT HAGS IN COMBAT

A pact hag prefers negotiation to violence, though usually such negotiation favors the hag. A pact hag relies on its monstrous servants to do the fighting. It often has a few beasts that it keeps as pets, or a group of ogres, trolls, and other brutish slaves that it has bent to its will.

DREAM HAG

Nightmares and strange visions plague an individual during sleep, seeming to provide disturbing hints of the future. In truth, these visions have been crafted by a dream hag to manipulate and destroy its prey.

Dream Hag Medium fey humanoid	Level 19 Controller XP 2,400
HP 179; Bloodied 89	Initiative +11
AC 33, Fortitude 29, Reflex 31, Will 32	Perception +21
Speed 6	Low-light vision
TRAITS	
☞ Nightmare Weaver (charm) ♦ Aura 3	
Any unconscious enemy that starts its turn within the aura stands up and is dominated until the end of its next turn. The enemy remains unconscious but takes a single action during its turn, chosen by the dream hag.	
STANDARD ACTIONS	
⚔ Staff of Mindless Reverie (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 2d6 + 10 damage, and the target is dazed until the end of the hag's next turn.	
☞ Nightmare Visions (charm, implement, psychic) ♦ At-Will	
Attack: Ranged 5 (one creature); +22 vs. Will	
Hit: 3d8 + 14 psychic damage, and the hag slides the target 5 squares.	
☞ Dust of Dreams (charm, sleep) ♦ Recharge ☞ ☞	
Attack: Close blast 5 (enemies in blast); +22 vs. Will	
Hit: The target is dazed (save ends).	
First Failed Saving Throw: The target falls unconscious (save ends).	
☞ Sleep's Undeniable Grasp (implement, sleep) ♦ Encounter	
Attack: Close blast 5 (enemies in blast); +22 vs. Will	
Hit: The target falls unconscious (save ends). This effect also ends if the target is attacked by the hag or one of its allies.	
Skills Bluff +18, Diplomacy +18, Insight +21	
Str 10 (+9)	Dex 14 (+11) Wis 24 (+16)
Con 19 (+13)	Int 21 (+14) Cha 19 (+13)
Alignment unaligned Languages Common, Elven, Supernal	
Equipment staff	

DREAM HAGS IN COMBAT

A dream hag revels in sending its enemies into a deadly slumber. By influencing the unconscious thoughts of a creature, the hag controls its body like a puppeteer. It gathers and enslaves cruel creatures, including renegade drow and worshipers of Torog.

MIST HAG

In the Feywild's deepest forests dwell the mist hags, near-legendary spellcasters that stole countless secrets and artifacts from the mortal realm in ages past. Adventurers and heroes now search for the remote lairs where mist hags have hidden this wealth. However, the hags still jealously guard their relics and secrets, so those who go in search of these caches often end up as trophies.

Mist Hag Medium fey humanoid	Level 27 Controller (Leader) XP 11,000
HP 247; Bloodied 123	Initiative +17
AC 41, Fortitude 37, Reflex 38, Will 39	Perception +27
Speed 8	Low-light vision
TRAITS	
☞ Mist Shroud ♦ Aura 1	
Allies within the aura are insubstantial.	
STANDARD ACTIONS	
⚔ Mist Staff (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +32 vs. AC	
Hit: 3d6 + 10 damage, and the mist hag pushes the target 5 squares. The hag can push the target through creatures or through solid objects as if the target were phasing. The hag does not need line of effect to any of the squares to which it pushes the target.	
☞ Mist on the Wind (implement, teleportation) ♦ At-Will	
Attack: Ranged 10 (one creature); +30 vs. Fortitude	
Hit: 1d10 + 7 damage, and the target is removed from play until the start of the hag's next turn. The target then appears in an unoccupied square of the hag's choice within 4 squares of its last location.	
☞ Choking Mist (implement) ♦ Recharge ☞ ☞	
Attack: Ranged 10 (one creature); +30 vs. Reflex	
Hit: 3d10 + 15 damage, and ongoing 20 damage (save ends).	
Each Failed Saving Throw: The hag slides the target 3 squares as a free action.	
TRIGGERED ACTIONS	
Maze of Mist ♦ At-Will	
Trigger: An enemy enters a square within 2 squares of the hag.	
Effect (No Action): Roll a d20. On a 10 or higher, the hag slides the enemy 1 square.	
Skills Arcana +25, Bluff +24, History +25, Insight +27, Religion +25	
Str 10 (+13)	Dex 18 (+17) Wis 28 (+22)
Con 23 (+19)	Int 25 (+20) Cha 23 (+19)
Alignment unaligned Languages Common, Elven, Supernal	
Equipment staff	

MIST HAGS IN COMBAT

When faced with a direct threat, a mist hag relies on the haze of fey-touched mist that surrounds it to keep foes at bay. The hag sends servants against foes while striking from the edge of the fray. It prefers to enlist the aid of undead and creatures that are tough and brutish.

HOWLER

IN THE DEAD OF NIGHT, the awful baying begins. It rises across the fields and through the forests, eventually spilling out onto the cobblestone streets. As long as the folk of the village remain terrified, the howlers are content to drag only one or two screaming victims to their doom, for howlers feed not on flesh but on fear.

LORE

Arcana DC 23: Howlers derive sustenance from the raw fear of the creatures they hunt. A painful, brutal death yields a delicious spike of fear, and younger howlers are quick to kill. The adult howlers, the doom mastiffs, are intelligent enough to recognize that a foe left to live in fear offers far more sustenance in the long term.

Howler packs target isolated settlements, from human frontier villages to dwarven enclaves in the Underdark. They attack while folk sleep, terrorizing a settlement's inhabitants but taking care to avoid killing too many of their foes. In this way, a pack of howlers harvests a steady diet of fear from its victims. However, any show of defiance brings down the howlers' dread wrath. They circle the homes and shops of those who stand against them, their cries shattering the darkness. When they finally attack, they leave none alive.

The greatest of howlers are the terror incarnates, but these living embodiments of fear are rare. A terror incarnate is seldom found leading its lesser kin. Instead, these creatures ally themselves with powerful masters, including death giants, liches, and other intelligent undead.

ENCOUNTERS

Although howlers typically run in their own death packs, they sometimes serve other creatures. Young dread hounds are captured by troglodytes, shadar-kai, and drow, who train them as beasts of war. Older doom mastiffs cannot be broken, but they are shrewd enough to accept service with drow or intelligent undead in return for a steady stream of victims. When kept as allies, howlers lair in prisons and torture chambers,

where fear is rife. In battle, a doom mastiff accepts only a powerful ally as a rider.

Terror incarnates serve death giants and powerful undead lords as guards, watchers, and hunters. They sometimes wander the planes in packs, chasing down weaker creatures to slake their endless hunger for fear.

HOWLER DREAD HOUND

Dread hounds are young howlers eager to feed on the fear and terror their baying sparks. They run in packs, descending on isolated villages and Underdark outposts like a dark wave.

Howler Dread Hound	Level 9 Minion Controller	
Medium elemental magical beast	XP 100	
HP 1; a missed attack never damages a minion.	Initiative +7	
AC 23, Fortitude 22, Reflex 22, Will 21	Perception +6	
Speed 8	Darkvision	
TRAITS		
Piercing Spines		
Whenever a creature adjacent to the dread hound misses it with a melee attack, that creature takes 6 damage.		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 6 damage, and the dread hound slides the target 1 square.		
◀ Dread Howl (fear, psychic) ◆ Encounter		
Attack: Close blast 5 (enemies in blast); +12 vs. Will		
Hit: 4 psychic damage, and the target grants combat advantage until the end of its next turn.		
Str 15 (+6)	Dex 17 (+7)	Wis 14 (+6)
Con 16 (+7)	Int 5 (+1)	Cha 12 (+5)
Alignment evil	Languages understands Abyssal	



HOWLER DREAD HOUNDS IN COMBAT

Dread hounds are pups driven by their elders to prove themselves in battle. They spread out as they attack, hemming in their foes to maximize the effect of *dread howl*.

HOWLER DOOM MASTIFF

As a howler becomes larger, its hunger for fear and terror grows with it. Doom mastiffs stalk underground tunnels and forgotten dungeons in small packs, seeking creatures they can terrify.

Howler Doom Mastiff		Level 13 Skirmisher
Large elemental magical beast (mount)		XP 800
HP 129; Bloodied 64	Initiative +12	
AC 27, Fortitude 25, Reflex 25, Will 24	Perception +9	
Speed 8	Darkvision	
TRAITS		
Guarding Spines (mount)		
The doom mastiff's rider gains a +2 bonus to AC.		
Piercing Spines		
Whenever a creature adjacent to the doom mastiff misses it or its rider with a melee attack, that creature takes 10 damage.		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d8 + 7 damage.		
⊖ Loping Bite ◆ At-Will		
Effect: The doom mastiff shifts half its speed and uses <i>bite</i> .		
⊖ Terrifying Howl (fear, psychic) ◆ Recharge [i]		
Attack: Close blast 5 (enemies in blast); +16 vs. Will		
Hit: The target takes ongoing 10 psychic damage and grants combat advantage (save ends both). The target cannot save against this effect while it is adjacent to any doom mastiff.		
Str 20 (+11)	Dex 19 (+10)	Wis 16 (+9)
Con 17 (+9)	Int 9 (+5)	Cha 13 (+7)
Alignment evil		Languages understands Abyssal

HOWLER DOOM MASTIFFS IN COMBAT

A doom mastiff typically hunts alongside others of its kind. With *terrifying howl*, it can cripple even the strongest foes with fear. Once a foe is reeling from terror, the doom mastiff closes in to keep that fear alive.

HOWLER TERROR INCARNATE

Legends tell of a great howler that devoured the terror of an entire army and was transformed into a living embodiment of fear. In time, this creature sired more of its kind, and many howler terror incarnates now wander the planes or serve powerful masters.

Howler Terror Incarnate	Level 22 Lurker	
Large shadow magical beast	XP 4,150	
HP 155; Bloodied 77	Initiative +22	
AC 36, Fortitude 34, Reflex 34, Will 35	Perception +16	
Speed 8, fly 6	Darkvision	
TRAITS		
☼ Terror Incarnate (fear, psychic) ◆ Aura 3		
Any enemy that starts and ends its turn within the aura takes 10 psychic damage.		
Shadow Spines (necrotic)		
Whenever a creature adjacent to the terror incarnate misses it or its rider with a melee attack, that creature takes 15 necrotic damage.		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +27 vs. AC		
Hit: 2d8 + 7 damage.		
⊖ Shadow of Terror (charm, psychic) ◆ At-Will		
Attack: Melee 1 (one creature that cannot see the terror incarnate and has not yet been dominated by it during this encounter); +25 vs. Will		
Hit: The target is dominated and its at-will attacks deal 1d8 extra psychic damage and target Will (save ends; the target takes a -4 penalty to the saving throw; the effect ends if the target takes radiant damage). Until the effect ends, the howler is removed from play. When the effect ends, the howler appears in the unoccupied space nearest to the target.		
Aftereffect: The target is dazed (save ends).		
⊖ Death Howl (fear, psychic) ◆ Encounter		
Attack: Close blast 5 (enemies in blast that cannot see the terror incarnate); +25 vs. Will		
Hit: 3d8 + 5 psychic damage, and the target is dazed (save ends).		
MOVE ACTIONS		
Shadow Lope (illusion) ◆ Recharge [i] [i] [i]		
Effect: The terror incarnate becomes invisible and can move its speed. It remains invisible until the end of its next turn.		
Skills Stealth +23		
Str 18 (+15)	Dex 24 (+18)	Wis 20 (+16)
Con 17 (+14)	Int 14 (+13)	Cha 23 (+17)
Alignment evil		Languages Abyssal, Giant

HOWLER TERROR INCARNATES IN COMBAT

Terror incarnates fall on their enemies with *shadow lope*. The shock of an unexpected attack adds to the fear they cause. Terror incarnates are faithful servants, and one that has taken up with a dark master gladly gives up its life to protect that creature.

A PRIMORDIAL FAR OLDER THAN THE WORLD, Imix is raging fire, malice, and obliteration. His dire touch is felt by thralls to passion, slaves to wrath, and those who surrender to blind hate. He dwells within the Elemental Chaos, where his depravity and thirst for violence rival that of the worst demons.

Imix is known by many names—Fire Lord Imix, the Eternal Flame, Prince of Elemental Fire. He is one of several primordials that serve the Elder Elemental Eye. Unbeknownst to these primordials, though, the Elder Elemental Eye is a device through which Tharizdun, the Chained God, gains power and influences the world.

IMIX LORE

Arcana DC 33: In raging wildfires that spread across the wilderness and in brutal murders enacted in the heat of passion, one can find the Fire Lord's touch. Imix embodies fire's most destructive attributes, promoting rash action, wanton violence, and arson. The Fire Lord's followers hear their master's whispers in the crackle of flames, in the ragged exhalations of burned victims, and in the crunch of char beneath their feet.

As the self-styled Prince of Elemental Fire, Imix claims dominion over fire creatures in the Elemental Chaos. Elementals pay homage to him, though many resent his power, which remains strong despite his exile.

IMIX ENCOUNTERS

Imix has an unusually strong following in the mortal world for a primordial. His followers are misanthropes, lunatics, and murderers, those who seek power in exchange for dread oaths. Many of his cultists work in isolation, but small temples of devotees are concealed in towns and cities across the world. The most dangerous temples are those that worship Imix's master, the Elder Elemental Eye. These cults work unwittingly to free the Chained God.

The Fire Lord rules from deep within an active volcano in the Elemental Chaos. Its fissures vent noxious plumes, and lava spills down the fractured slopes to mingle with molten lakes that extend for miles. Roiling black clouds spew cinders, while ash rains down on the desolate landscape.

Adventurers who crest the volcano's caldera can catch sight of Imix's palace. A black inverted pyramid hovers over the magma, its tip tracing a jagged spiral, the symbol of the Elder Elemental Eye, into the rock. Although Imix is not bound within the volcano, he lives like a prisoner: He fled at the end of the Dawn War and has remained safe within his volcanic stronghold.

IMIX IN COMBAT

Liquid fire erupts in a massive column, washing the area with punishing heat. After a moment, a huge humanoid armed with a blazing blade steps from the flames. Imix mocks his enemies, his voice crackling with the sound of killing fire.

With every dread elemental power he unleashes, Imix derides his enemies. Yet in spite of his boasts,



Imix	Level 32 Solo Controller
Huge elemental humanoid (fire, primordial) XP 135,000	
HP 1,140; Bloodied 570	Initiative +27
AC 47, Fortitude 42, Reflex 45, Will 44	Perception +29
Speed 10, fly 8 (hover)	Darkvision
Immune disease, fire	
Saving Throws +5; Action Points 3	
TRAITS	
☼ Withering Flames ◆ Aura 5	
Enemies within the aura do not benefit from fire resistance.	
STANDARD ACTIONS	
⊕ Blazing Blade (fire, weapon) ◆ At-Will	
Attack: Melee 3 (one creature); +37 vs. AC	
Hit: 2d10 + 9 fire damage, and ongoing 20 fire damage (save ends).	
↓ Blazing Arc ◆ At-Will	
Effect: Imix uses <i>blazing blade</i> against each enemy within reach.	
⚡ Volcanic Circle (fire, zone) ◆ At-Will	
Effect: Imix reduces a fire grue within 10 squares of him to 0 hit points and makes the following attack centered on the grue.	
Attack: Close burst 1 (creatures in burst); +35 vs. Reflex	
Hit: 6d6 + 19 fire damage.	
Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 20 fire damage.	
Servants of Elemental Fire (fire) ◆ Recharge when no fire grue is within 10 squares of Imix at the start of his turn	
Effect: Imix creates four fire grues, or six while Imix is bloodied, each in an unoccupied square within 10 squares of him. The grues cannot take actions. Any creature that starts its turn adjacent to one or more grues takes 15 fire damage. The grues have defenses equal to Imix's and 1 hit point each. A missed attack never damages a grue. Each grue lasts until the end of the encounter or until Imix ends his turn more than 10 squares from it. As a minor action, Imix can move each grue up to 6 squares.	
MINOR ACTIONS	
⚡ Blinding Flare (fire) ◆ Recharge when first bloodied	
Attack: Close burst 10 (enemies adjacent to fire grues); +35 vs. Fortitude	
Hit: 3d6 + 10 fire damage, and the target is blinded (save ends).	
Miss: Half damage, and the target takes a -2 penalty to attack rolls until the end of Imix's next turn.	

⚡ Hungry Flames (fire) ◆ Encounter

Attack: Close burst 10 (enemies taking ongoing fire damage); +35 vs. Fortitude

Hit: The target is weakened (save ends). Each creature adjacent to at least one target takes 10 fire damage.

TRIGGERED ACTIONS

⚡ Demand Focus ◆ At-Will

Trigger: An enemy willingly moves away from a fire grue without shifting.

Attack (Opportunity Action): Close burst 10 (triggering enemy in burst); +35 vs. Will

Hit: The target is dazed until the end of its next turn.

Formed of Fire (fire) ◆ At-Will

Trigger: An enemy misses Imix with a melee attack.

Effect (Immediate Reaction): The triggering enemy and each of its adjacent allies take 10 fire damage.

Eternal Resilience ◆ At-Will

Trigger: Imix is affected by an effect that a save can end.

Effect (No Action): Imix makes a saving throw against the effect.

Skills Arcana +31, Bluff +30, Intimidate +30, Religion +31

Str 23 (+22) Dex 33 (+27) Wis 26 (+24)

Con 21 (+21) Int 30 (+26) Cha 28 (+25)

Alignment chaotic evil Languages Primordial

Equipment greatsword

Imix is quick to bring up reinforcements. Gouts of flame burst around him and coalesce into fire grues, blazing forms that dance to Imix's whims, caressing foes with fire as they gloat and cackle.

Throughout battle, Imix occasionally throws up his hands, causing one of his grues to explode. He uses his grues to create bubbling pools of molten rock to scorch his foes while unleashing tongues of flame that immolate victims.

Imix isn't afraid to engage enemies in melee, wielding a blade formed from his elemental essence. Imix is cunning, but he is also arrogant and views mortals as no threat. Imix presses the attack even after a battle turns against him, fleeing only when his death becomes a real possibility.

THE ELDER ELEMENTAL EYE

The Elder Elemental Eye is an artifice designed by Tharizdun to deceive primordials and mortals into offering power to him. Followers of the Elder Elemental Eye unwittingly aid in the effort to release the Chained God from his divine prison. A group of primordials including Imix and Ogrémoch heed the orders of the Elder Elemental Eye, not realizing the dark entity they serve is in fact the Chained God.

During the Dawn War, the gods hunted down the primordials and destroyed them one by one. Few primordials were willing to work together against the gods. However, a small number of primordials, including Imix and Ogrémoch, managed to briefly set aside their differences under the auspices of an entity called the Elder Elemental Eye. These primordials, which became known as the Elemental Princes, believed the Elder Elemental Eye was the first of the primordials. The entity whispered dark promises about destroying the gods, so the Elemental Princes sought to free it. Although the princes failed in their endeavor, their temporary alliance

did spare them defeat at the hands of the gods. Imix and the others in the alliance managed to escape to the far reaches of the Elemental Chaos, where they remain in exile.

From his prison, Tharizdun has little influence on the planes and must depend on his servants to carry out his schemes. Thus, it falls to the Elemental Princes to spread the dark god's influence and expand his power. The Elemental Princes still believe that the Elder Elemental Eye is an ancient primordial. They continue to try to free the entity, but their old rivalries and grudges prevent them from fully working together.

The Elemental Princes' penchant for treachery is reflected by their representatives in the world. Their followers form different factions aligned with one of the four classic elements: air, earth, fire, or water. Just as their elemental masters do, each temple breeds paranoia and betrayal, and the various factions spend much of their time sabotaging one another.

IMIX'S CULTISTS

WHEN A FEW HOVELS BURNED to the ground, no one thought anything of it. When flames engulfed a library of Ioun, townsfolk began to suspect foul play. However, the town constable dismissed the catastrophe as a tragic accident—as a new member of the cult of the Fire Lord, he was in a perfect position to deflect suspicion away from the cultists.

Insane priests lead the Fire Lord's cults with support from elemental creatures. A cult of Imix often attracts the worst kind of people—criminals, bandits, and murderers—but many devotees are common folk who are drawn to the cult based on false promises or fears.

LORE

History DC 23: Imix commands a sizable following of deviants and killers. Cults of the Fire Lord hide within unsuspecting communities, where they operate out of cellars and ruins. A cult undermines a settlement, sowing division and discord among the people and encouraging them to rebel. The presence of a cult of Imix is marked by burned-out buildings and the charred remains of anyone who threatened to reveal its existence.

Few large temples of Imix exist. Most cultists settle in crumbling fortresses and dungeons, which they vigilantly guard against both outsiders and other factions of the cult. Most large temples are dedicated to the Elder Elemental Eye rather than just to Imix, and they house two or three factions of the Elemental Princes. The greatest of these shrines, the Temple of Elemental Evil, includes representatives of all four. Imix is the most sinister of the Elemental Princes, however, and so his cult tends to be responsible when internal strife erupts in one of these temples.

ENCOUNTERS

Small fire cults recruit true believers from local communities, and conscripts can be of any race or background. Few groups have the resources or talents to summon an elemental creature. Those cults that try sometimes meet with disastrous results when a demon or other hostile elemental appears. Practiced ritualists bind carnage demons to serve as warriors, but these arrangements have a way of backfiring.

Humanoid cultists make up the membership of the larger temples as well. Most of these followers are treacherous, though, so cult leaders ally with other savage humanoids to bolster the cult's defenses. A leader might enlist such creatures as mercenaries or attempt to convert them to serve the cult's ends. Orcs and gnolls are common partners, and ogres, trolls, and oni are also found in groups of cultists.

The most powerful temples bring elementals into the natural world. Planar portals, planar rifts, and binding rituals allow cultists to bring forth elemental legions. These temples receive service from salamanders, azers, fire titans, and other fire creatures. Like the smaller cells, these cults also supplement their forces with demonic servants.

FIRE LORD CULTIST

The foolish and insane fill the ranks of the Fire Lord's cults. Through grueling indoctrination, these cultists lose their identities, replacing personal desire with absolute devotion to Imix.

Fire Lord Cultist	Level 5 Minion Brute
Medium natural humanoid, human	XP 50
HP 1; a missed attack never damages a minion.	Initiative +3
AC 16, Fortitude 17, Reflex 16, Will 15	Perception +1
Speed 6	
STANDARD ACTIONS	
⊕ Club ⊕ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage, or 10 while the cultist is adjacent to any ally.	
⊕ Ignite (fire) ⊕ Encounter	
Attack: Melee 1 (one creature); +8 vs. Reflex	
Hit: Ongoing 5 fire damage (save ends).	
Str 15 (+4)	Dex 13 (+3) Wis 8 (+1)
Con 10 (+2)	Int 9 (+1) Cha 10 (+2)
Alignment chaotic evil	Languages Common
Equipment club	

FIRE LORD CULTISTS IN COMBAT

Armed with torches and clubs, Fire Lord cultists look on their opponents with hollow eyes as they ignite them in flames. When working with fire temple elects, these cultists will even ignite their allies.

SERVANT OF THE FIRE LORD

As Imix seethes in the Elemental Chaos, the cinders of his influence fall in the world, igniting fires. These blazes are the servants of the Fire Lord. They establish temples across the world, recruiting followers and cleansing civilization with flames. A servant of the Fire Lord might masquerade as the follower of a god or adopt a position in which he or she can subvert a community's populace.

SERVANTS OF THE FIRE LORD IN COMBAT

A servant of the Fire Lord invokes Imix's name as it recklessly slashes at foes. A servant shrieks and gibbers when it misses and barks with animalistic laughter when its weapon connects. Flames seem to lick the servant's heels as it moves around combat, imbuing its attacks with fiery potency and bestowing the blessing of the Fire Lord on its allies.

Servant of the Fire Lord **Level 6 Skirmisher (Leader)**
 Medium natural humanoid, half-elf XP 250

HP 73; Bloodied 36 Initiative +8
 AC 20, Fortitude 18, Reflex 18, Will 17 Perception +3
 Speed 6 Low-light vision

TRAITS
Wildfire Stride (fire)

Whenever the servant of the Fire Lord moves at least 3 squares from where it began its turn, its melee attacks deal 5 extra fire damage until the end of its next turn.

STANDARD ACTIONS

 ⊕ **Scimitar (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +12 vs. AC
 Hit: 1d8 + 6 damage.

 † **Immolating Slash (fire, weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +10 vs. Reflex
 Hit: 1d8 damage, and ongoing 5 fire damage (save ends).

MINOR ACTIONS
Gift of Fire (fire) ♦ Recharge ☼ ☼ ☼

Effect: The servant grants each ally within 5 squares the gift of fire until the end of the servant's next turn. These allies' melee attacks deal 5 extra fire damage.

Skills Diplomacy +10

Str 10 (+3) Dex 17 (+6) Wis 10 (+3)
 Con 17 (+6) Int 11 (+3) Cha 15 (+5)

Alignment chaotic evil Languages Common, Elven, Primordial

FIRE TEMPLE ELECT

Through intense mental manipulation, cult leaders burn away an individual's identity until all that remains is a fire temple elect—a raving zealot who sees a fiery death as the ultimate expression of faith.

Fire Temple Elect **Level 7 Minion Skirmisher**
 Medium natural humanoid, human XP 75

HP 1; a missed attack never damages a minion. Initiative +6
 AC 19, Fortitude 18, Reflex 17, Will 17 Perception +2
 Speed 7

STANDARD ACTIONS

 ⊕ **Short Sword (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +12 vs. AC
 Hit: 7 damage.

TRIGGERED ACTIONS

 ⚡ **Self-Immolation (fire)**

Trigger: The elect drops to 0 hit points. If fire damage reduces the elect to 0 hit points, it can move its speed before making the following attack.

Attack (Immediate Interrupt): Close burst 1 (creatures in burst); +10 vs. Reflex
 Hit: 5 fire damage.

Str 15 (+5) Dex 13 (+4) Wis 8 (+2)
 Con 10 (+3) Int 9 (+2) Cha 12 (+4)

Alignment chaotic evil Languages Common

Equipment leather armor, short sword

FIRE TEMPLE ELECTS IN COMBAT

Death is welcome to a fire temple elect. Each sees sacrifice by fire as a sacred duty to his or her master. Elects douse themselves in oil so that when the time comes, they can serve their master by becoming shrieking pillars of fire.

FIRE TEMPLE CHAMPION

Charged with protecting key cultists and safeguarding temples, fire temple champions have little free will. Like lesser cultists, these champions live only to serve their master and the Elder Elemental Eye. For this service, they receive the blessing of Imix.

Fire Temple Champion **Level 8 Soldier**
 Medium natural humanoid, dragonborn XP 350

HP 88; Bloodied 44 Initiative +6
 AC 24, Fortitude 22, Reflex 17, Will 21 Perception +5
 Speed 5

TRAITS
Wildfire Stride (fire)

Whenever the fire temple champion moves at least 3 squares from where it began its turn, its melee attacks deal 5 extra fire damage until the end of its next turn.

STANDARD ACTIONS

 ⊕ **Fullblade (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +13 vs. AC
 Hit: 1d12 + 8 damage, and the target is marked until the end of the champion's next turn.

MINOR ACTIONS

 ⚡ **Dragon Breath (fire) ♦ Encounter**

Attack: Close blast 3 (creatures in blast); +11 vs. Reflex
 Hit: 3d6 + 5 fire damage, and the target is marked (save ends).

TRIGGERED ACTIONS

 † **Fiery Assault (fire, weapon) ♦ At-Will**

Trigger: An enemy marked by the champion moves on its turn.
 Attack (Opportunity Action): Melee 1 (triggering enemy); +13 vs. AC
 Hit: 1d12 + 8 damage, and ongoing 5 fire damage (save ends).

 ⚡ **Fiery Rebuke (fire) ♦ At-Will**

Trigger: An enemy marked by the champion makes an attack that does not include the champion as a target.
 Attack (Immediate Reaction): Close blast 3 (triggering enemy in blast); +11 vs. Reflex
 Hit: 2d6 + 5 fire damage.

Str 21 (+9) Dex 11 (+4) Wis 12 (+5)
 Con 16 (+7) Int 10 (+4) Cha 18 (+8)

Alignment chaotic evil Languages Common, Draconic
 Equipment plate armor, fullblade

FIRE TEMPLE CHAMPIONS IN COMBAT

Lurking near the entrances to shrines, fire temple champions keep a vigilant watch for intruders and spies. They retain just enough sanity to be useful protectors for cults.

FLAMEBORN

A cult of the Fire Lord operates on a small scale, working its evil against a single community. Loyal to their master's fiery aspect, flameborn erect temples from which to raise forces to burn neighboring lands. Cults of the Fire Lord that thrive and gain Imix's blessing might eventually be set to work on the goal of freeing the Elder Elemental Eye. These temples might temporarily join forces with rival cults of earth or air to enact some greater evil.



Chosen of Imix, fire temple champion, and conflagration orb

Flameborn **Level 15 Artillery (Leader)**

Medium natural humanoid, human XP 1,200

HP 111; Bloodied 55 Initiative +8

AC 27, Fortitude 28, Reflex 28, Will 28 Perception +11

Speed 6

Resist 10 fire

TRAITS

☀ **Fire Within** ◆ **Aura 5**

Allies within the aura gain resist 5 fire.

STANDARD ACTIONS

⚔ **Flail** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +20 vs. AC

Hit: 1d10 + 10 damage.

⚡ **Fire Bolt** (fire) ◆ **At-Will**

Attack: Ranged 10 (one creature); +20 vs. Reflex

Hit: 2d6 + 6 fire damage, and ongoing 10 fire damage (save ends).

⚡ **Blessing of Imix** (fire) ◆ **Encounter**

Attack: Close burst 3 (enemies in burst); +18 vs. Reflex

Hit: 3d6 + 6 fire damage, and the flameborn pushes the target 3 squares.

Effect: Each ally in the burst gains 10 temporary hit points.

MINOR ACTIONS

⚡ **Fiery Eye** ◆ **At-Will** (1/round)

Attack: Ranged 10 (one creature taking ongoing fire damage); +20 vs. Will

Hit: The flameborn slides the target 2 squares, and the target grants combat advantage (save ends).

Skills Arcana +15, Intimidate +18

Str 20 (+12) Dex 12 (+8) Wis 18 (+11)

Con 15 (+9) Int 17 (+10) Cha 23 (+13)

Alignment chaotic evil Languages Common, Primordial

Equipment flail

FLAMEBORN IN COMBAT

A flameborn issues crazed commands to Fire Lord cultists and servants of the Fire Lord while remaining safely at the rear. When a divine character offers prayers to a god, he or she draws the wrath of a flameborn, which leaps at the chance to deliver fiery death to a divine servant. The eye of a flameborn seems to erupt in flame as it wields the power of Imix to inspire madness in those it ignites.

CONFLAGRATION ORB

Coaxed from the Elemental Chaos through heinous rituals, a conflagration orb is an avatar of Imix and a manifestation of the Fire Lord's approval. A conflagration orb's presence gives Imix an opportunity to take a direct hand in mortal events. As with the aspects of gods, a primordial's avatar contains a fragment of the primordial's power and is loyal only to its maker. A conflagration orb is unpredictable and has little concern for Imix's servants, incinerating them along with enemies.

CONFLAGRATION ORBS IN COMBAT

A conflagration orb is a miniature sun that hurls flames from its superheated mass. An orb avoids melee combat. It flies high above the battlefield, from where it can rain down white bursts of flame on ally and foe alike. As its cloying flames char the skin of enemies, it glows bright and lets out a gleeful, sizzling cackle that emanates from its core.

Conflagration Orb		Level 20 Artillery
Medium elemental animate (fire)		XP 2,800
HP 143; Bloodied 71		Initiative +17
AC 34, Fortitude 30, Reflex 35, Will 34		Perception +13
Speed 6, fly 8 (hover)		
Immune disease; Resist 20 fire		
STANDARD ACTIONS		
⚔ Rolling Flame (fire) ♦ At-Will		
Attack: Melee 1 (one creature); +23 vs. Reflex		
Hit: 2d6 + 6 fire damage, and ongoing 10 fire damage (save ends).		
Effect: The conflagration orb shifts 1 square.		
⚔ Scorching Bolts (fire) ♦ At-Will		
Attack: Ranged 10 (one or two creatures); +25 vs. Reflex		
Hit: 3d6 + 8 fire damage, and ongoing 10 fire damage (save ends).		
⚔ Fire Tempest (fire) ♦ Recharge ☞ ☞		
Effect: The conflagration orb makes the following attack three times, and each burst must have an area of effect that doesn't share any squares with the attack's other bursts.		
Attack: Area burst 1 within 10 (creatures in burst); +25 vs. Reflex		
Hit: 2d6 + 7 fire damage, and if the target has ongoing fire damage, the ongoing damage increases by 5.		
⚔ Waves of Flame (fire, zone) ♦ Recharge when first bloodied		
Attack: Close burst 3 (creatures in burst); +23 vs. Reflex		
Hit: 3d6 + 7 fire damage, and the conflagration orb pushes the target 3 squares.		
Effect: The burst creates a zone that lasts until the end of the orb's next turn. The zone is lightly obscured, and any creature that enters the zone or ends its turn there takes 10 fire damage.		
Str 19 (+14)	Dex 25 (+17)	Wis 17 (+13)
Con 17 (+13)	Int 15 (+12)	Cha 22 (+16)
Alignment chaotic evil Languages Primordial		

CHOSEN OF IMIX

Imix views his mortal followers as expendable, and he offers them power only as long as they remain useful. Devotees who prove their commitment can attain special status within his cults, rising to become priests within the Fire Lord's mightiest temples.

CHOSEN OF IMIX IN COMBAT

As the highest-ranking members of the Fire Lord's temples, the chosen of Imix wield great power. A chosen of Imix has humanoid forces and elemental thralls at his or her command. Within the confines of temples, the chosen commune directly with the Prince of Elemental Fire, translating their master's desires into orders for their servants. Chosen rarely emerge from their inner sanctums, preferring to engage foes where they can empower their fiery assaults with elemental energy (see "Font of Power," *Dungeon Master's Guide*, page 68). They bring forth servitors to deal with intruders and hurl blazing fireballs from a distance. In the throes of death, a chosen calls out to Imix before erupting into flames.

Chosen of Imix		Level 22 Controller (Leader)
Medium elemental humanoid, genasi		XP 4,150
HP 207; Bloodied 103		Initiative +15
AC 34, Fortitude 33, Reflex 32, Will 36		Perception +12
Speed 6		
Resist 15 fire		
TRAITS		
⚙ Fire Within ♦ Aura 5		
Allies within the aura gain resist 10 fire.		
STANDARD ACTIONS		
⚔ Dagger (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +27 vs. AC		
Hit: 2d4 + 10 damage, and the target gains vulnerable 10 fire until the end of the chosen's next turn.		
⚔ Fiery Orb (fire) ♦ At-Will		
Attack: Ranged 5 (one creature); +25 vs. Reflex		
Hit: 3d8 + 15 fire damage, and each enemy adjacent to the target takes 5 fire damage.		
⚔ Servants of Elemental Fire (fire) ♦ Recharge when no fire grue is within 10 squares of the chosen at the start of its turn		
Effect: The chosen creates four fire grues, or six while the chosen is bloodied, each in an unoccupied square within 10 squares of it. The grues cannot take actions. Any creature that starts its turn adjacent to one or more grues takes 10 fire damage. The grues have defenses equal to the chosen's and 1 hit point each. A missed attack never damages a grue. Each grue lasts until the end of the encounter or until the chosen ends its turn more than 10 squares from it. As a minor action, the chosen can move each grue up to 6 squares.		
⚔ Fire's Fury (fire) ♦ Encounter		
Effect: The chosen reduces a fire grue within 10 squares of it to 0 hit points and makes the following attack centered on the grue.		
Attack: Close burst 1 (enemies in burst); +25 vs. Reflex		
Hit: 2d8 + 8 fire damage, and the target is dazed (save ends).		
TRIGGERED ACTIONS		
⚔ Demand Focus ♦ At-Will		
Trigger: An enemy willingly moves away from a fire grue without shifting.		
Attack (Opportunity Action): Close burst 10 (triggering enemy in burst); +25 vs. Will		
Hit: The target is slowed until the end of its next turn.		
⚔ Firepulse (fire) ♦ Encounter		
Trigger: An enemy hits the chosen with a melee attack.		
Attack (Immediate Reaction): Melee 1 (triggering enemy); +25 vs. Reflex		
Hit: 3d6 + 9 fire damage.		
⚔ Claimed by Imix (fire)		
Trigger: The chosen drops to 0 hit points.		
Attack (No Action): Close burst 3 (enemies in burst); +25 vs. Reflex		
Hit: 2d8 + 9 fire damage, and the target is dazed (save ends).		
Skills Arcana +18, Intimidate +25		
Str 14 (+13)	Dex 18 (+15)	Wis 12 (+12)
Con 23 (+17)	Int 15 (+13)	Cha 28 (+20)
Alignment chaotic evil Languages Common, Primordial		
Equipment dagger		

INTELLECT DEVOURER

OF ALL THE TERRORS OF THE UNDERDARK, intellect devourers are among the most feared. These hideous creatures carry the taint of the Far Realm, roaming deep tunnels and dank caverns in search of sentient prey. When it attacks, an intellect devourer consumes a foe's psychic energy, drinking deep until only an empty husk remains.

LORE

Dungeoneering DC 23: Intellect devourers are psychic parasites birthed from the madness of the Far Realm. In their larval form, called ustilagors, they are little more than ratlike vermin that skulk in the shadows and feed on the psychic energies of larger creatures. They are said to be formed from the brain tissue of creatures killed by other intellect devourers. As adults (intellect predators), they are more akin to wolves, hunting in packs or serving more intelligent creatures as guard beasts. Those rare few that survive long enough metamorphose a second time, becoming the truly monstrous intellect gluttons, which are also called brain collectors.



ENCOUNTERS

Intellect devourers can be found wherever aberrant creatures gather, either among their own kind or in service to more powerful masters. Mind flayers frequently keep intellect devourers as pets and sentries. The largest intellect gluttons sometimes serve as steeds for mind flayers and other cruel creatures.

USTILAGOR

The dwarves at the last outpost had warned the explorers of the ustilagors—the intellect devourer's larval form. It was said that these young lacked the potent powers of their parents. However, when three of the group's vanguard fell shrieking beneath a pack of these horrid creatures, the other explorers were forced to rethink their endeavor.

Ustilagor	Level 7 Lurker	
Small aberrant magical beast (blind)	XP 300	
HP 59; Bloodied 29	Initiative +9	
AC 21, Fortitude 19, Reflex 17, Will 20	Perception +11	
Speed 6	Blindsight 10, blind	
Immune blinded, gaze		
STANDARD ACTIONS		
⊕ Claw ⊕ At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 3d6 + 5 damage.		
⊕ Clinging Menace (psychic) ⊕ At-Will		
Requirement: The ustilagor must not have a creature grabbed.		
Effect: The ustilagor jumps 4 squares without provoking opportunity attacks and then makes the following attack.		
Attack: Melee 1 (one creature granting combat advantage to the ustilagor); +12 vs. AC		
Hit: 1d6 + 3 damage, and the ustilagor grabs the target. While the target is grabbed by the ustilagor, the target is dazed and takes ongoing 5 psychic damage.		
⤴ Thought Lash (psychic) ⊕ At-Will		
Attack: Ranged 10 (one creature); +10 vs. Will		
Hit: 2d6 + 5 psychic damage, and the target grants combat advantage until the end of the ustilagor's next turn.		
MINOR ACTIONS		
⤴ Cloud Thoughts (illusion) ⊕ At-Will (1/round)		
Attack: Ranged 10 (one creature); +10 vs. Will		
Hit: The ustilagor becomes invisible to the target (save ends).		
TRIGGERED ACTIONS		
Mind's Resilience ⊕ At-Will		
Trigger: The ustilagor takes damage while subject to an effect that a save can end.		
Effect (No Action): The ustilagor makes a saving throw.		
Skills Stealth +10		
Str 16 (+6)	Dex 15 (+5)	Wis 16 (+6)
Con 11 (+3)	Int 6 (+1)	Cha 21 (+8)
Alignment chaotic evil		Languages telepathy 10

USTILAGORS IN COMBAT

Ustilagors hunt in small packs, warily following their prey for hours as they wait for an opportune time to strike. They use *thought lash* against different enemies and then gang up on the first foe to grant combat advantage, until one of them gets an enemy in its clutches with *clinging menace*. A creature grabbed by

an ustilagor finds its mind becoming hazy and unfocused as the ustilagor robs it of thought.

INTELLECT PREDATOR

The predator paced its attacks at first, its rending claws seeming to judge the strength of each target. Then suddenly the creature was gone. The paladin, who had been parrying the creature's attacks a moment earlier, abruptly let out a mad shriek and turned her sword on her companions.

Intellect Predator	Level 14 Controller
Medium aberrant magical beast (blind)	XP 1,000
HP 140; Bloodied 70	Initiative +12
AC 25, Fortitude 26, Reflex 23, Will 27	Perception +18
Speed 8	Blindsight 10, blind
Immune blinded, gaze	
STANDARD ACTIONS	
⊕ Claw ♦ At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 4d6 + 8 damage.	
† Body Thief (charm, psychic) ♦ At-Will	
Attack: Melee 1 (one stunned creature); +17 vs. Will	
Hit: 2d6 + 6 psychic damage, and the target is dominated (save ends; the target takes a -2 penalty to the saving throw). While the target is dominated by the predator, the predator occupies the target's space and cannot be targeted or take damage. The predator cannot use <i>claw</i> while the target is dominated. When the target saves, the predator appears in the unoccupied space nearest to the target.	
Aftereffect: The target is dazed (save ends).	
⤵ Thought Lance ♦ Recharge ☒ ☒ ☒	
Attack: Ranged 10 (one creature); +17 vs. Will	
Hit: The target is stunned until the end of the predator's next turn.	
⤵ Mind Shock (psychic) ♦ Encounter	
Attack: Close burst 5 (enemies in burst); +17 vs. Will	
Hit: 1d6 + 6 psychic damage, and the target is dazed (save ends). In addition, the predator slides the target 1 square.	
MINOR ACTIONS	
Puppet Master (charm) ♦ At-Will (1/round)	
Effect: The predator causes the creature dominated by its body thief power to take a move action or a minor action.	
TRIGGERED ACTIONS	
Mind's Resilience ♦ At-Will	
Trigger: The predator takes damage while subject to an effect that a save can end.	
Effect (No Action): The predator makes a saving throw.	
Skills Stealth +17	
Str 16 (+10)	Dex 20 (+12) Wis 16 (+10)
Con 20 (+15)	Int 8 (+6) Cha 22 (+13)
Alignment chaotic evil Languages telepathy 10	

INTELLECT PREDATORS IN COMBAT

An intellect predator initially savages its foes with melee attacks to downplay the deadliness of its mental powers. After striking with *thought lance*, a predator then merges with a stunned enemy, dominating it and forcing the creature to attack its own allies.

INTELLECT GLUTTON

The intellect devourers that the adventurers had faced before did not prepare them for the heaping creature that stood before them. The monstrosity had grown bloated from all the intelligence it had consumed. Spiderlike legs supported its swollen bulk. Its crusty carapace bore strange patterns reminiscent of faces—perhaps a last trace of its victims.

Intellect Glutton	Level 21 Controller
Large aberrant magical beast (blind)	XP 3,200
HP 196; Bloodied 98	Initiative +16
AC 35, Fortitude 32, Reflex 33, Will 35	Perception +20
Speed 8, climb 6 (spider climb)	Blindsight 10, blind
Immune blinded, gaze	
TRAITS	
☼ Thought Static ♦ Aura 5	
Enemies within the aura take a -2 penalty to Will.	
STANDARD ACTIONS	
⊕ Claw ♦ At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 3d8 + 16 damage.	
⤵ Mind Rend (fear, psychic) ♦ At-Will	
Attack: Ranged 10 (one creature); +23 vs. Will	
Hit: 1d12 + 7 psychic damage, and the intellect glutton slides the target 1 square.	
Special: While the intellect glutton has a creature dominated, it can use this power once per round as a minor action.	
Mockery of Life (charm, healing) ♦ Recharge when no creature is dominated by this power	
Effect: One dead creature regains 20 hit points and is dominated until the end of the encounter or until it drops to 0 hit points or fewer.	
⤵ Thought Feast (charm, psychic) ♦ Recharge when no creature is dominated by this power	
Attack: Ranged 10 (one creature); +23 vs. Will	
Hit: The target is dominated and takes ongoing 10 psychic damage (save ends both). While the target is dominated by the intellect glutton, the intellect glutton is insubstantial.	
TRIGGERED ACTIONS	
Mind's Resilience ♦ At-Will	
Trigger: The intellect glutton takes damage while subject to an effect that a save can end.	
Effect (No Action): The intellect glutton makes a saving throw.	
Skills Arcana +16, Bluff +23, Insight +20, Stealth +21	
Str 16 (+13)	Dex 23 (+16) Wis 21 (+15)
Con 20 (+15)	Int 12 (+11) Cha 26 (+18)
Alignment chaotic evil Languages telepathy 10	

INTELLECT GLUTTONS IN COMBAT

An intellect glutton's powers develop to such an extent that it no longer needs to merge with a victim. Instead, it can siphon a prey's mind from a distance. While it forces a foe to attack its own allies, a glutton hammers away at other targets with *claw* and *mind rend* attacks. If an enemy or ally is slain, a glutton uses *mockery of life* to revitalize the creature and keep it in combat.

JACKALWERE

ALL LANDS WERE RAVAGED when the war between the gods and the primordials shook the world. Primal humanoid tribes were hard-pressed to survive, fighting fiercely with the predators for control of the scattered herds.

In one fierce series of battles, a tribe of ancient humans fought and destroyed a great nation of primal jackals—cunning creatures that had intelligence exceeding that of normal beasts. Alone and destitute, the few surviving jackals howled their fear and fury to the heavens, never suspecting that the primal spirit called Dark Sister would hear their cries. She gave the jackals her gifts, and they became jackalweres.

LORE

Nature DC 15: Jackalweres can be found across the frontiers of humanoid lands; they seldom settle in cities. Though they are skilled hunters, jackalweres exult in deception and cunning as much as in the eventual kill. They are noted for establishing themselves in remote villages, frontier roadhouses, and isolated trading posts. A jackalwere has two forms. In human form, it welcomes visitors, gaining their trust. In jackal form, it can unleash a bloody massacre.

Wild packs of jackalweres forego the trappings of civilization to hunt as their ancestors did. These creatures use their shapechanging talents to throw off suspicion when their attacks on frontier settlements and trade caravans are noticed. Adventurers who are called to investigate a massacre at a wayside inn or the destruction of a small farming community might encounter another party of humans already searching for the killers. Some have accepted an offer from such a group, only to have the group's members transform and tear out the adventurers' throats in the night.

ENCOUNTERS

Jackalweres typically travel in packs consisting of a mated pair of deceivers, a coterie of bravos, and a mob of feral harriers—either young jackalweres or wounded survivors from a clash with another pack. Jackalweres in humanoid form often hire mercenaries to aid them, hoping to conceal their true nature in the event of a bandit raid or orc attack. Half-orcs, warforged, and goliaths are favored as mercenaries, because jackalweres have little appetite for the flesh of such creatures.

Lone jackalweres can sometimes be found among followers of Zehir, cults of Asmodeus, and other groups that value treachery and deception. Such jackalweres are typically more civilized than their frontier kin, serving as spies, informants, or assassins.

JACKALWERE BRAVO

The younger members of a jackalwere pack are beholden to their elders, acting as servants and menial laborers. These young bravos resent their status, but they cannot slake their thirst for blood until their masters allow it. When they are ordered to attack, their pent-up fury turns them into ravaging beasts that never back down.

Jackalwere Bravo	Level 3 Brute
Medium natural humanoid (shapechanger)	XP 150
HP 56; Bloodied 28	Initiative +3
AC 15, Fortitude 16, Reflex 15, Will 14	Perception +1
Speed 6	
TRAITS	
Bravo's Fury	
The bravo's attacks deal 1d6 extra damage against dazed, helpless, or prone creatures.	
STANDARD ACTIONS	
⊕ Bite ◆ At-Will	
Requirement: The bravo must be in jackal form.	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 2 damage, and the target falls prone.	
⊕ Falchion (weapon) ◆ At-Will	
Requirement: The bravo must be in human form.	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 4d4 + 4 damage. If the bravo scores a critical hit, this attack instead deals 2d4 + 20 damage.	
⊕ Howling Frenzy ◆ Recharge when first bloodied	
Effect: The bravo uses <i>bite</i> twice. If both attacks hit the same target, the target is dazed until the end of the bravo's next turn.	
MINOR ACTIONS	
Change Shape (polymorph) ◆ At-Will	
Effect: The bravo alters its physical form to appear as a Medium jackal or a human until it uses <i>change shape</i> again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the bravo must have seen that individual. Other creatures can make a DC 26 Insight check to discern that either form is a disguise.	
Skills Athletics +9, Bluff +8, Stealth +8	
Str 17 (+4)	Dex 15 (+3) Wis 11 (+1)
Con 16 (+4)	Int 10 (+1) Cha 14 (+3)
Alignment evil	Languages Common
Equipment falchion	

JACKALWERE BRAVOS IN COMBAT

A jackalwere bravo enters combat in a blood rage. It focuses on targets susceptible to *bravo's fury*. Otherwise, it attacks at random as it tears across the battlefield. Only under the direction of an elder jackalwere do bravos adopt more complex tactics.

JACKALWERE HARRIER

Jackalwere packs on the fringes of humanoid society use dark cunning to sate their bloodlust in secret. However, the lowly harriers eschew the trappings of humanoid culture, running as wild as the primal beasts from which they were descended.



Jackalwere bravo

JACKALWERE HARRIERS IN COMBAT

As befits their lowly status, harriers are cautious fighters that attack in large groups or not at all. A harrier flanks if fighting alongside bravos or deceivers, forgoing its own attack to aid its more powerful kin.

JACKALWERE DECEIVER

In sparsely traveled lands, a frontier roadhouse offers respite for the weary, its proprietor a retired adventurer who welcomes travelers. However, those who pass within the inn's doors stay longer than they intended, interred in deep furrows in the cellar. After the jackalwere deceiver that runs this lonely establishment buries its latest victims, it patiently awaits its next visitors.

Jackalwere Deceiver Level 4 Controller Medium natural humanoid (shapechanger) XP 175

HP 54; Bloodied 27 Initiative +5
AC 18, Fortitude 15, Reflex 16, Will 16 Perception +3
Speed 6

STANDARD ACTIONS

⊕ Bite ⊕ At-Will

Requirement: The deceiver must be in jackal form.

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d6 + 4 damage, and the target falls prone.

⊕ Short Sword (weapon) ⊕ At-Will

Requirement: The deceiver must be in human form.

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 2d6 + 5 damage.

⚡ Vicious Howl (thunder) ⊕ At-Will

Requirement: The deceiver must be in jackal form.

Attack: Close blast 3 (enemies in blast); +7 vs. Fortitude

Hit: 1d6 + 3 thunder damage, and the target falls prone.

⤴ Gaze of Sleep (sleep) ⊕ Recharge ☉ ☾ ☽ ☿ ☿

Attack: Ranged 5 (one creature); +7 vs. Will

Hit: The target falls unconscious (save ends). Whenever the target takes damage, it can make a saving throw against the effect.

MINOR ACTIONS

Change Shape (polymorph) ⊕ At-Will

Effect: The deceiver alters its physical form to appear as a

Medium jackal or a human until it uses *change shape* again or until it drops to 0 hit points. The creature retains its statistics

in its new form. Its clothing, armor, and other possessions do

not change. To assume a specific individual's form, the deceiver

must have seen that individual. Other creatures can make a DC

26 Insight check to discern that either form is a disguise.

Skills Bluff +10, Diplomacy +10, Insight +8, Streetwise +10

Str 15 (+4) Dex 17 (+5) Wis 13 (+3)

Con 14 (+4) Int 14 (+4) Cha 16 (+5)

Alignment evil Languages Common

Equipment short sword

JACKALWERE DECEIVERS IN COMBAT

Whether hunting alone or leading a jackalwere pack, a deceiver is a cunning and patient foe. It avoids combat for as long as possible, using its humanoid form to gain the trust of its enemies. A deceiver singles out a foe as the target of *gaze of sleep*. With that enemy unconscious, it calls the rest of its pack to attack that foe. If pressed, a deceiver adopts its jackal form to harry foes with *vicious howl*.

Jackalwere Harrier Level 3 Minion Soldier Medium natural humanoid (shapechanger) XP 38

HP 1; a missed attack never damages a minion. Initiative +5
AC 19, Fortitude 16, Reflex 17, Will 14 Perception +1
Speed 6

TRAITS

Combat Advantage

Whenever the harrier hits a creature granting combat advantage to it, that creature falls prone.

STANDARD ACTIONS

⊕ Bite ⊕ At-Will

Requirement: The harrier must be in jackal form.

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 5 damage.

⊕ Dagger (weapon) ⊕ At-Will

Requirement: The harrier must be in human form.

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 3 damage, and the target grants combat advantage to the next attack made against it before the start of the harrier's next turn.

MINOR ACTIONS

Change Shape (polymorph) ⊕ At-Will

Effect: The harrier alters its physical form to appear as a Medium jackal or a human until it uses *change shape* again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the harrier must have seen that individual. Other creatures can make a DC 26 Insight check to discern that either form is a disguise.

Skills Athletics +9, Stealth +8

Str 17 (+4) Dex 15 (+3) Wis 11 (+1)

Con 14 (+3) Int 10 (+1) Cha 14 (+3)

Alignment evil Languages Common

Equipment dagger

KRAKEN

IN THE UNCHARTED DARKNESS, alien monstrosities dream of the destruction of all things. At the beginning of time, the monstrous krakens escaped the Far Realm and made their way across the Astral Sea and the mortal realm, trailing the detritus of broken worlds. Krakens emerge from time to time from their dark demesnes, slaughtering at will and leaving nothing but ruin in their wake.

LORE

Arcana DC 21: Krakens existed before mortal life began, at a time when the planes were filled with the mad creatures of the Far Realm. Some say that the Blood War or the Dawn War was the cataclysm that saw these dread creatures scattered and lost. Whatever the cause, krakens are rare in both the world and the Astral Sea.

The sea kraken is a herald of chaos and a primeval force of destruction. It is said to bring forth storms that smash seawalls, topple towers, and drag the bodies of the drowned out to sea. Mighty warships caught in such storms vanish in the grasp of tentacles. The few survivors suffer visions of a great beast rising from the darkness.

The appearance of a kraken in the mortal realm or the Astral Sea is often connected with cult activity, and the foolish ignore the plots of such groups at their peril.

ENCOUNTERS

Some of the foulest cults of the mortal and immortal realms worship krakens, and when one of these monstrosities appears, its twisted followers are rarely far behind it. Aberrant creatures see krakens as living avatars of the madness of the Far Realm. With dark rituals, they awaken these creatures from their slumber beneath the waves or in the vast emptiness of the Astral Sea. Like all creatures of the Far Realm, krakens hunger for the destruction of living things. No matter where they first appear, they are inevitably drawn to concentrations of sentient creatures, whether the smallest seaside settlement or a great astral dominion teeming with life.

SEA KRAKEN

Beneath the waves it sleeps for untold ages, awaiting some fell sign or calling. The mortal races blithely sail their ships across the sea and build shining cities on its shores. Praying to the gods of the sea and the primal spirits for protection, they forget that the dark water holds terrors older than both.

Sea Kraken		Level 10 Solo Soldier
Gargantuan aberrant magical beast (aquatic)		XP 2,500
HP 432; Bloodied 216		Initiative +13
AC 24, Fortitude 26, Reflex 22, Will 22		Perception +15
Speed 6, swim 10		Darkvision
Saving Throws +5; Action Points 2		
TRAITS		
Aquatic		
The sea kraken can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Threatening Reach		
The sea kraken can make opportunity attacks against all enemies within 3 squares of it.		
STANDARD ACTIONS		
⊕ Crushing Tentacles ⊕ At-Will		
Attack: Melee 3 (one creature); +15 vs. AC		
Hit: 2d8 + 5 damage, and the kraken grabs the target. The kraken can grab up to eight creatures at one time.		
Sustain Minor: The kraken sustains all its grabs, and each creature grabbed by the kraken takes 5 damage.		
⊖ Devourer of Ships ⊕ At-Will		
Attack: Melee 3 (one vehicle); +13 vs. Fortitude		
Hit: 2d10 + 10 damage, and the target is restrained while the kraken remains within 3 squares of it. While restrained by this power, the vehicle takes 20 damage at the start of the kraken's turn. The pilot of the vehicle can spend a standard action to give the vehicle a saving throw. On a save, the vehicle is no longer restrained.		
⊖ Coils of Doom ⊕ At-Will		
Effect: The kraken uses crushing tentacles twice and devourer of ships once.		
Wavewrack (zone) ⊕ Encounter		
Effect: The kraken creates a zone in a close burst 3 that lasts until the end of the encounter. The zone is difficult terrain. Any creature that starts its turn within the zone takes 5 damage and is slid 2 squares. Once per round as a minor action, the kraken can move the zone up to 3 squares.		
MINOR ACTIONS		
⊖ Fatal Plunge ⊕ At-Will		
Attack: Melee 1 (one creature grabbed by the kraken); +13 vs. Fortitude		
Hit: 1d8 + 5 damage, and the kraken slides the target 3 squares.		
⊖ Fling ⊕ At-Will		
Effect: The kraken slides a creature grabbed by it 5 squares to a square adjacent to a creature. The grab ends, and the kraken makes the following melee attack against both creatures.		
Attack: +13 vs. Fortitude		
Hit: 1d8 + 5 damage, and the target falls prone.		
⤵ Venom Bolt (poison) ⊕ At-Will (1/round)		
Attack: Ranged 10 (one creature); +13 vs. Fortitude		
Hit: 2d8 + 4 poison damage, and the target is blinded (save ends).		
TRIGGERED ACTIONS		
Vengeful Constriction ⊕ At-Will		
Trigger: A creature grabbed by the kraken deals damage to it.		
Effect (Immediate Reaction): Each creature grabbed by the kraken takes 5 damage.		
Str 23 (+11)	Dex 22 (+11)	Wis 20 (+10)
Con 20 (+10)	Int 18 (+9)	Cha 19 (+9)
Alignment chaotic evil		Languages telepathy 20



SEA KRAKENS IN COMBAT

A sea kraken rises from a storm-tossed sea to attack a ship and its crew with *coils of doom*. It targets grabbed enemies with *fatal plunge* to pull them into the water as it squeezes the ship to splinters. The kraken refrains from movement to maximize its attacks, striking with *venom bolt* and *fling*.

ASTRAL KRAKEN

The stars shimmer and shift as a form materializes from the void. Its writhing, luminescent body appears to be made of stars and shadow, set with the pits of two unblinking black eyes. The astral kraken is a horror of the Far Realm, its tentacles striking to drag mortal creatures into screaming madness.

ASTRAL KRAKENS IN COMBAT

Madness precedes an astral kraken and follows in its wake. As the creature's tentacles lash out to surround an *astral skiff* and its crew, the minds of those it seizes are rent by *absorb psyche* and *touch of madness*. An astral kraken makes a full slate of attacks each turn as it sustains its grabs. It dazes foes with *nullifying pulse*, while dominated enemies or those touched by its madness are turned against their own allies.

Astral Kraken		Level 25 Solo Controller
Gargantuan aberrant magical beast		XP 35,000
HP 928; Bloodied 464	AC 39, Fortitude 41, Reflex 37, Will 39	Initiative +19
Speed fly 10 (hover)	Saving Throws +5; Action Points 2	Perception +24 Blindsight 20
TRAITS		
Threatening Reach		
The astral kraken can make opportunity attacks against all enemies within 4 squares of it.		
STANDARD ACTIONS		
⊕ Tentacles from Beyond (psychic) ⚡ At-Will		
Attack: Melee 4 (one creature); +30 vs. AC		
Hit: 3d8 + 9 damage, and the kraken grabs the target. The kraken can grab up to eight creatures at one time.		
Sustain Minor: The kraken sustains all its grabs, and each creature grabbed by the kraken takes 15 psychic damage.		
⊕ Absorb Psyche (psychic) ⚡ At-Will		
Attack: Melee 4 (each creature grabbed by the kraken); +28 vs. Will		
Hit: 2d8 + 9 psychic damage, and until the end of the encounter, the kraken gains a +5 bonus to attack rolls with <i>touch of madness</i> against the target.		
⊕ Devourer of Ships ⚡ At-Will		
Attack: Melee 4 (one vehicle); +28 vs. Fortitude		
Hit: 2d10 + 10 damage, and the target is restrained while the kraken remains within 4 squares of it. While restrained by this power, the vehicle takes 20 damage at the start of the kraken's turn. The pilot of the vehicle can spend a standard action to give the vehicle a saving throw. On a save, the vehicle is no longer restrained.		
⊕ Touch of Madness ⚡ At-Will		
Attack: Melee 4 (one creature); +28 vs. Will		
Hit: The target uses its highest-level encounter attack power against a creature or creatures of the kraken's choice. This use of the power does not expend it. The target uses the power even if the power has been expended.		
MINOR ACTIONS		
⬅ Nullifying Pulse ⚡ Recharge ☹ ☹		
Attack: Close blast 4 (enemies in blast); +28 vs. Will		
Hit: The target is dazed (save ends).		
TRIGGERED ACTIONS		
⬅ Psychic Scream (psychic) ⚡ Encounter		
Trigger: The kraken is first bloodied.		
Attack (No Action): Close burst 10 (enemies in burst); +28 vs. Will		
Hit: 4d10 + 9 psychic damage, and the target is stunned (save ends).		
Miss: Half damage, and the target is dazed (save ends).		
⬅ Behold the Horror (charm, psychic) ⚡ At-Will		
Trigger: An enemy misses the kraken.		
Attack (Immediate Reaction): Close burst 10 (triggering enemy in burst); +28 vs. Will		
Hit: 3d8 + 9 psychic damage, and the target is dominated until the end of its next turn.		
Skills Stealth +26		
Str 28 (+21)	Dex 25 (+19)	Wis 25 (+19)
Con 24 (+19)	Int 27 (+20)	Cha 28 (+21)
Alignment chaotic evil Languages telepathy 20		

KUO-TOA

THE FOUL AND LOATHSOME KUO-TOAS view themselves as superior to all other creatures. Adventurers and explorers who challenge their mastery of the black seas of the Underdark risk torture, enslavement, and sacrifice at the hands of this unfeeling race.

LORE

History DC 23: Although their inherent madness makes them unpredictable, kuo-toas apply reasonably coherent tactics in combat. Kuo-toa whips and monitors direct the attacks of lashes, cutters, and drowners, all of which fight in concert while they remain under control. If the kuo-toa leaders are overcome, the warriors quickly devolve to a disorganized mob. Some might flee in shock; others willingly sacrifice themselves in doomed attempts to bring down those who killed their leaders.

ENCOUNTERS

Kuo-toa war bands incorporate various kinds of foul creatures. On rare occasions, the insular kuo-toas ally with other races out of dark need or for short-term gain. Drow exiles sometimes seek out kuo-toas to help them strike back against their own kind, and githyanki enlist kuo-toas for raids against their former illithid masters. The kuo-toas demand great rewards for their assistance, and these alliances are never long-lived.



KUO-TOA MAD ONE

Many tales are told of the mad ones. The infectious insanity that plagues the kuo-toa race manifests strongly in these specimens. Hidden within crumbling temples and ancient ruins lie artifacts and weapons from the earliest days of the race. Such relics are worth a fortune to any who can find them, but fortune means little when the vengeful mad ones come looking for you.

Kuo-Toa Mad One		Level 12 Minion Skirmisher
Medium natural humanoid (aquatic)		XP 175
HP 1; a missed attack never damages a minion.		Initiative +12
AC 26, Fortitude 23, Reflex 23, Will 25		Perception +7
Speed 6, swim 6		Darkvision
TRAITS		
☼ Spreading Madness ◆ Aura 1		
Enemies within the aura gain vulnerable 5 psychic.		
Aquatic		
The mad one can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
STANDARD ACTIONS		
⊕ Claw ◆ At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 10 damage, and the mad one shifts 1 square.		
◀ Eldritch Scream (psychic) ◆ At-Will		
Attack: Close blast 3 (enemies in blast); +15 vs. Will		
Hit: 5 psychic damage.		
Str 15 (+8)	Dex 19 (+10)	Wis 13 (+7)
Con 19 (+10)	Int 1 (+1)	Cha 22 (+12)
Alignment evil		Languages –

KUO-TOA MAD ONES IN COMBAT

Mad ones attack any creatures that enter their cities, ganging up on targets with rending claws and mindless shrieking. When a foe falls, a mad one quickly loses interest in it. Savvy adventurers overwhelmed by kuo-toas can sometimes save themselves by feigning death during a battle and hoping that the mad ones wander away.

KUO-TOA DROWNER

They swarmed the boat like shadows—powerful kuo-toas armed with wicked hooks and barbed nets. These were the drowners the explorers had been warned of—patient foes that haul their prey down into the murky depths of the Underdark's seas. In dwarven outposts, it is said that the last thing the victim of a drowner sees are its baleful eyes and wicked grin, growing ever darker as the water closes in.

KUO-TOA DROWNERS IN COMBAT

A drowner attacks first with *barbed net*, keeping its foes pinned down as the drowner and its allies move in. It uses *dredging hook* to drag a target into the water, where it gains the advantages of aquatic combat and attempts to drag the victim down.

Kuo-Toa Drowner	Level 14 Soldier
Medium natural humanoid (aquatic)	XP 1,000
HP 137; Bloodied 68	Initiative +15
AC 30, Fortitude 26, Reflex 26, Will 24	Perception +8
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The drowner can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
⚔ Hook (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d8 + 9 damage.	
⚔ Dredging Hook (weapon) ♦ At-Will	
Requirement: The drowner must be wielding a hook.	
Attack: Melee 1 (one creature); +17 vs. Reflex	
Hit: 3d8 + 9 damage, and the drowner slides the target 3 squares to a square adjacent to it.	
⚔ Barbed Net (weapon) ♦ At-Will	
Attack: Ranged 5/10 (one creature); +17 vs. Reflex	
Hit: 2d6 + 6 damage. The target takes 8 extra damage if it moves willingly before the start of the drowner's next turn.	
MOVE ACTIONS	
Slick Maneuver ♦ At-Will	
Requirement: The drowner must be adjacent to an enemy.	
Effect: The drowner shifts 3 squares to another square adjacent to the enemy.	
Str 19 (+11)	Dex 23 (+13)
Con 17 (+10)	Int 13 (+8)
Wis 13 (+8)	Cha 18 (+11)
Alignment evil	
Languages Deep Speech	
Equipment hook, 4 barbed nets	

KUO-TOA LASH

The surprise assault was led by the kuo-toa lashes—a lesser caste of priests tasked with overseeing sacrifices. If the scout and his party weren't careful, they would become that sacrifice.

Kuo-Toa Lash	Level 15 Artillery
Medium natural humanoid (aquatic)	XP 1,200
HP 115; Bloodied 57	Initiative +12
AC 27, Fortitude 28, Reflex 27, Will 26	Perception +10
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The lash can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
⚔ Trident (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d8 + 9 damage.	
⚔ Lightning Trident (weapon) ♦ At-Will	
Attack: Ranged 3/6 (one creature); +22 vs. AC	
Hit: 3d8 + 10 lightning damage.	
Effect: The trident returns to the lash.	
⚔ Fill Lungs ♦ At-Will	
Attack: Ranged 20 (one creature); +20 vs. Fortitude	
Hit: 2d6 + 7 damage, and the target is slowed and takes ongoing 5 damage (save ends both).	
⚔ Forked Lightning (lightning) ♦ Recharge when the lash bloodies an enemy or reduces an enemy to 0 hit points or fewer	
Attack: Area burst 2 within 10 (one, two, or three creatures in burst); +20 vs. Fortitude	
Hit: 2d6 + 6 lightning damage, and the target is blinded until the start of the lash's next turn.	

MOVE ACTIONS		
Slick Maneuver ♦ At-Will		
Requirement: The lash must be adjacent to an enemy.		
Effect: The lash shifts 3 squares to another square adjacent to the enemy.		
Skills Dungeoneering +15, Religion +14		
Str 23 (+13)	Dex 20 (+12)	Wis 17 (+10)
Con 19 (+11)	Int 15 (+9)	Cha 18 (+11)
Alignment evil		Languages Deep Speech
Equipment trident, ceremonial knife		

KUO-TOA LASHES IN COMBAT

A lash catches as many enemies as possible with *forked lightning*, invoking the divine wrath of that power each time it recharges. Powerful melee combatants are stricken with *fill lungs*, slowing them so the lash's allies can deal with them.

KUO-TOA CUTTER

The defenders fought valiantly against the tide of kuo-toa slavers. None noticed the sleek shape that darted behind them until it was too late. The cutter's barbed dagger was a black blur as it struck.

Kuo-Toa Cutter	Level 16 Skirmisher
Medium natural humanoid (aquatic)	XP 1,400
HP 151; Bloodied 75	Initiative +17
AC 30, Fortitude 28, Reflex 30, Will 27	Perception +12
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The cutter can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
⚔ Barbed Dagger (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 4d4 + 14 damage.	
⚔ Crippling Strike (weapon) ♦ At-Will	
Attack: Melee 1 (one creature granting combat advantage to the cutter); +21 vs. AC	
Hit: 2d4 + 4 damage, and the target is slowed and takes ongoing 10 damage (save ends both).	
MOVE ACTIONS	
Slick Maneuver ♦ At-Will	
Requirement: The cutter must be adjacent to an enemy.	
Effect: The cutter shifts 3 squares to another square adjacent to the enemy.	
TRIGGERED ACTIONS	
⚔ Swift Strike ♦ At-Will	
Trigger: An enemy misses the cutter with a melee attack.	
Effect (Immediate Reaction): The cutter shifts 4 squares and uses <i>barbed dagger</i> .	
Skills Acrobatics +20, Stealth +20	
Str 21 (+13)	Dex 24 (+15)
Con 15 (+10)	Int 17 (+11)
Wis 19 (+12)	Cha 17 (+11)
Alignment evil	
Languages Deep Speech	
Equipment dagger	

KUO-TOA CUTTERS IN COMBAT

A kuo-toa cutter stays in constant motion on the battlefield, using *swift strike* to dart from target to target.

LOLTH

A TEMPESTUOUS REALM where demons carve out empires, the Abyss is home to fiends of every kind, including the dark goddess of the drow, Lolth. Known also as the Demon Queen of Spiders, the Mistress of Lies, and the Lady of Shadows, this exiled goddess is one of the most powerful entities in the Abyss. In its shadowy depths, she nurses ancient hatreds and plans the downfall of those responsible for her exile.

LORE

Religion DC 37: Lolth is a capricious goddess. She subverts and manipulates those in her service, expending them without thought. Her cruelty is legendary. She feasts on the misfortune and misery of her subjects, propagating betrayal and deceit.

Lolth favors the guise of a lithe dark elf woman dressed in a gossamer gown woven from the silk of spiders. Her long, silvery hair cascades down her back and frames a face of exquisite beauty. This appearance is a deception, though; Lolth's true form captures her corrupt nature. In reality, Lolth is a massive spider, a black widow with dripping fangs and eight chitinous legs that support her body, which is bloated on devoured souls.

Lolth lairs in the sixty-sixth layer of the Abyss, a terrible realm known as the Demonweb. In this

DISCORPORATION

When Lolth drops to one-quarter of her hit points, her mind leaves her body and she is unable to assume physical form for a time. This discorporation usually lasts at least a few months, and it can last up to several years. During this time, Lolth's power is weaker, but it is far from negligible.

If PCs wish to truly kill Lolth, they must fulfill one or more conditions specific to her. This could require destroying her most prominent temple or finding an artifact that can deliver the killing blow. If the specific conditions are satisfied, Lolth cannot discorporate and instead remains present. Here are some sample quests.

Loom of Fate: Hidden in Nath Seldarie, Corellon's palace in Arvandor, is the Loom of Fate. Once used by the Spider Queen, this artifact can be used to rearrange the threads of Lolth's destiny. Corellon keeps the artifact safe from Lolth but fears to use it.

Egg of Lolth: Finding and destroying the *Egg of Lolth*, an ancient and mysterious artifact, can seal the gates in the Demonweb Pits and prevent the goddess's escape.

Lolth's Prison: The adventurers must travel to Lolth's Prison, a demiplane beyond the Demonweb Pits. There, they must destroy the Bone Colossus to recover the *pendant of truth*. Holding this relic before Lolth prevents her discorporation.

Lolth	Level 35 Solo Lurker	
Medium immortal humanoid, drow (shapechanger, god)	XP 235,000	
HP 634; Bloodied 317	Initiative +33	
AC 51, Fortitude 46, Reflex 49, Will 49	Perception +31	
Speed 8, climb 8 (spider climb), teleport 8	Darkvision, blindsight 20	
Immune poison		
Saving Throws +5; Action Points 2		
TRAITS		
Lolth's Retribution (poison)		
Whenever an enemy taking ongoing poison damage attacks Lolth, that enemy cannot save against ongoing poison damage until its next turn.		
STANDARD ACTIONS		
⊕ Scourge (poison, weapon) ⊕ At-Will		
Attack: Melee 3 (one creature); +40 vs. AC		
Hit: 4d4 + 13 damage, and Lolth slides the target 3 squares.		
Effect: The target takes ongoing 20 poison damage (save ends).		
⊖ Insidious Poison (charm, poison) ⊕ Recharge ☼ ☼ ☼		
Effect: Choose one enemy within 10 squares of Lolth that is taking ongoing poison damage. That enemy makes a basic attack against a creature of Lolth's choice, and the attack deals 3d10 + 9 extra poison damage.		
MINOR ACTIONS		
⊖ Lolth's Kiss (poison) ⊕ At-Will (1/round)		
Attack: Melee 1 (one creature); +38 vs. Reflex		
Hit: 2d10 + 12 damage, and the target takes ongoing 20 poison damage (save ends).		
Aftersave: The target is dazed (save ends).		
⊖ Poison Strands (poison) ⊕ At-Will (1/round)		
Attack: Ranged 10 (one creature); +38 vs. Reflex		
Hit: The target is immobilized (save ends).		
First Failed Saving Throw: The target is restrained instead of immobilized (save ends).		
Second Failed Saving Throw: The target is instead restrained and takes ongoing 50 poison damage (save ends both).		
⊖ Impenetrable Darkfire (fire, zone) ⊕ Encounter		
Attack: Close burst 5 (creatures in burst); +36 vs. Will		
Hit: The target is blinded, takes ongoing 20 fire damage and cannot benefit from invisibility or concealment (save ends all).		
Effect: The burst creates a zone that lasts until the end of Lolth's next turn. The zone blocks line of sight for all creatures but Lolth. Any creature other than Lolth is blinded while within the zone.		
TRIGGERED ACTIONS		
Dominating Rebuke (charm) ⊕ At-Will		
Trigger: An enemy hits Lolth.		
Effect (Immediate Reaction): The triggering enemy is dominated until the end of the enemy's next turn.		
Immortal Resilience ⊕ At-Will		
Trigger: Lolth is subjected to an effect that a save can end.		
Effect (No Action): Lolth makes a saving throw against the effect.		
Form of the Spider Queen (fear, polymorph) ⊕ Encounter		
Trigger: Lolth drops to 0 hit points.		
Attack (No Action): Close burst 10 (enemies in burst); +36 vs. Will		
Hit: The target is stunned and gains vulnerable 20 to all damage (save ends both).		
Aftersave: Lolth pushes the target its speed, and the target is dazed until the end of its next turn.		
Effect: Lolth assumes the form of the Spider Queen until the end of the encounter. While in the form of the Spider Queen, she gains new powers and cannot use powers from her former form.		
Skills Arcana +31, Bluff +34, Diplomacy +34, Insight +31, Intimidate +34, Religion +31, Stealth +34		
Str 27 (+25)	Dex 34 (+29)	Wis 28 (+26)
Con 29 (+26)	Int 29 (+26)	Cha 34 (+29)
Alignment chaotic evil		Languages Supernal, telepathy 20
Equipment scourge		

interminable black void, webs stretch in an elaborate network that supports ruined cities and relics stolen from other worlds. The webs change constantly, shifting as Lolth spins new threads and destroys old ones. The Demonweb Pits yawn below, and it is there that Lolth holds court and hatches her hideous plans.

The Demonweb Pits boast a number of portals that link the Abyss to other planes. Using these gateways, Lolth extends her influence across the cosmos, conquering unsuspecting communities with demonic armies or subverting them into her service.

Lolth the Spider Queen **Level 35 Solo Brute**
Huge immortal magical beast (shapechanger, spider) XP –

HP 634; **Bloodied** 317 **Initiative** +29
AC 49, **Fortitude** 46, **Reflex** 49, **Will** 49 **Perception** +31
Speed 8, climb 8 (spider climb), teleport 8 **Darkvision**,
Immune poison **blindsight** 20
Saving Throws +5; **Action Points** 2

STANDARD ACTIONS

⚔ **Bite** (poison) ♦ **At-Will**

Attack: Melee 3 (one creature); +40 vs. AC
Hit: 4d10 + 12 damage.
Effect: The target takes ongoing 20 poison damage (save ends).

⚔ **Insidious Poison** (charm, poison) ♦ **Recharge** [1]

Effect: Choose one enemy within 10 squares of Lolth that is taking ongoing poison damage. That enemy makes a basic attack against a creature of Lolth's choice, and the attack deals 4d10 + 18 extra poison damage.

MINOR ACTIONS

⚔ **Burning Webs** (acid) ♦ **At-Will** (1/round)

Attack: Close blast 5 (enemies in blast); +38 vs. Reflex
Hit: 2d8 + 12 acid damage, and the target is immobilized (save ends).
First Failed Saving Throw: The target is instead immobilized and takes ongoing 30 acid damage (save ends both).

TRIGGERED ACTIONS

⚔ **Impaling Legs** (poison) ♦ **At-Will**

Trigger: An enemy enters a square within 3 squares of Lolth.
Attack (Immediate Interrupt): Melee 3 (one creature); +40 vs. AC
Hit: 4d8 + 12 damage, and the target is restrained and takes ongoing 20 poison damage (save ends).

Immortal Resilience ♦ **At-Will**

Trigger: Lolth is subjected to an effect that a save can end.
Effect (No Action): Lolth makes a saving throw against the effect.

Divine Discorporation ♦ **Encounter**

Trigger: Lolth drops to 317 hit points or fewer.
Effect (No Action): Lolth discorporates (see "Discorporation" sidebar).

Skills Arcana +31, Bluff +34, Diplomacy +34, Insight +31, Intimide +34, Religion +31, Stealth +34

Str 27 (+25) **Dex** 34 (+29) **Wis** 28 (+26)

Con 29 (+26) **Int** 29 (+26) **Cha** 34 (+29)

Alignment chaotic evil **Languages** Supernal, telepathy 20



LOLTH

LOLTH IN COMBAT

Lolth guards herself with demonic servants and the most powerful of her loyal drow servitors, and relies on these bodyguards to dispatch those who dare to challenge her in her home. Any adventurers who defeat her guards earn her grudging respect, and her first inclination is to seduce such heroes to her side, weaving intricate webs of deceit and flattery. Those who prove intractable, however, soon discover that her reluctance to join in battle is no indication of weakness.

Lolth fights in her drow form, wielding a terrible barbed scourge that secretes a virulent venom. She uses poison to wrack the bodies and wrench the minds of her foes, turning them upon each other and punishing them when they attack her. When Lolth is seemingly slain, she undergoes a terrible transformation into her true spider form, striking fear into her enemies' hearts. As a spider, she fights with her bite and her blade-tipped legs, spewing acid-coated webs.

ASPECT OF LOLTH

Lolth does not visit the mortal world, fearing destruction at the hands of Corellon and his allies. Instead, she commands her priestesses to act on her behalf. Sometimes she sends a yochlol as an advisor or a draegloth as an enforcer. To her most devoted servants, she offers a piece of her essence—an aspect of herself.

LORE

Religion DC 31: Most mortals gladly receive their deities' aspects, but Lolth's servants fear to draw the Spider Queen's attention. Lolth instead uses her aspects to influence drow society. An aspect might murder a high-ranking noble and replace that individual. If Lolth disfavors the noble's house, the aspect acts like a cancer on it, consuming its resources and fostering betrayal until the house eventually topples.

ASPECTS OF LOLTH IN COMBAT

An aspect of Lolth moves through drow society, hiding its true form beneath the guise of a beautiful drow female. It might reveal its true nature to the priestesses, or it might hide among them, observing their actions and weighing their worth. When drawn into battle, it discards its disguise and reveals its terrible spider form.

Aspect of Lolth	Level 25 Elite Lurker
Large immortal magical beast (shapechanger, spider) XP 14,000	
HP 368; Bloodied 184	Initiative +24
AC 38, Fortitude 37, Reflex 36, Will 34	Perception +23
Speed 6, climb 6 (spider climb)	Darkvision, blindsight 5
Resist 30 poison	
Saving Throws +2; Action Points 1	
TRAITS	
Combat Advantage	
When the aspect of Lolth hits a creature granting combat advantage to it, that creature is weakened and takes ongoing 20 poison damage (save ends both).	
STANDARD ACTIONS	
⊕ Bite ♦ At-Will	
Attack: Melee 1 (one creature); +30 vs. AC	
Hit: 4d6 + 19 damage.	
⚡ Acid Webs (acid) ♦ Recharge ☼ ☼ ☼ ☼	
Attack: Close blast 5 (enemies in blast); +28 vs. Reflex	
Hit: 3d8 + 8 acid damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target takes ongoing 20 acid damage (save ends).	
☼ Worthy Sacrifice (zone) ♦ Recharge when first bloodied	
Attack: Area burst 2 within 10 centered on a nonminion demon, drow, or spider ally (enemies in burst); +28 vs. Reflex	
Effect: The demon, drow, or spider drops to 0 hit points.	
Hit: The target is immobilized (save ends).	
Effect: The burst creates a zone that lasts until the end of the encounter. The zone is difficult terrain, and any nonspider that ends its move within the zone is immobilized (save ends).	
MINOR ACTIONS	
☁ Cloud of Darkness (zone) ♦ At-Will (1/round)	
Effect: The aspect creates a zone in a close burst 1 that lasts until the end of the aspect's next turn. The zone blocks line of sight for all creatures except the aspect. Any creature other than the aspect is blinded while within the zone.	
🔄 Change Shape (polymorph) ♦ At-Will	
Effect: The aspect alters its physical form to appear as a Medium drow until it uses <i>change shape</i> again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the aspect must have seen that individual. Other creatures can make a DC 43 Insight check to discern that the form is a disguise.	
TRIGGERED ACTIONS	
⚡ Impaling Legs (poison) ♦ At-Will	
Trigger: An enemy moves to a square adjacent to the aspect.	
Attack (<i>Immediate Interrupt</i>): Melee 1 (triggering enemy); +30 vs. AC	
Hit: 2d6 + 4 damage, and the target is grabbed. Until the grab ends, the target takes ongoing 10 poison damage.	
Skills Bluff +26, Diplomacy +26, Insight +23, Intimidate +26	
Str 29 (+21)	Dex 27 (+20) Wis 23 (+18)
Con 28 (+21)	Int 22 (+18) Cha 28 (+21)
Alignment chaotic evil Languages Supernal	

ECLAVDRA, EXARCH OF LOLTH

No other of Lolth's servants better reflect the goddess's cruelty and cunning than Eclavdra. This drow priestess won her place at Lolth's side by betraying the Demon Queen, proving she had the intelligence and wherewithal to outwit a goddess. Eclavdra's



influence in the world is so great that her name evokes fear to rival that of Lolth.

LORE

History DC 28: Eclavdra embodies the quintessential drow, and as a result, she is the Spider Queen's greatest ally and staunchest foe. Twice, Eclavdra has schemed to depose Lolth. The first time, she allied with the cult of the Elder Elemental Eye, and the second time with Graz'zt. Her machinations failed both times, yet her charm and charisma have helped her remain in good standing with Lolth. Most believe that Lolth, as the mistress of strife and lies, cannot help but admire Eclavdra's audacity.

ECLAVDRA IN COMBAT

Eclavdra might prefer gowns and jewelry to armor and shields, but she is no less a warrior. She wields her beauty as a weapon, using seduction to cut through her enemies' resolve. Foes must resist her intoxicating presence; those who cannot deny her allure are dominated or destroyed.

Eclavdra **Level 28 Elite Soldier (Leader)**

Medium fey humanoid, drow

XP 26,000

HP 508; Bloodied 254

Initiative +26

AC 44, Fortitude 38, Reflex 42, Will 40

Perception +20

Speed 7

Darkvision

Saving Throws +2; Action Points 1

TRAITS

☼ Spider Queen's Emissary ◆ Aura 5

Any demon, drow, or spider ally within the aura gains a +2 power bonus to attack rolls and can shift 1 square as a minor action.

STANDARD ACTIONS

⚔ Tentacle Rod (weapon) ◆ At-Will

Requirement: Eclavdra must be wielding a tentacle rod.

Attack: Melee 3 (one creature); +33 vs. AC

Hit: 3d8 + 18 damage.

⚔ Tentacle Lash (weapon) ◆ At-Will

Requirement: Eclavdra must be wielding a tentacle rod.

Attack: Melee 3 (one, two, or three creatures); +33 vs. AC

Hit: 3d8 + 18 damage, and the target cannot benefit from immunity or resistance to poison until the end of the encounter. In addition, the target is slowed (save ends).

First Failed Saving Throw: The target is immobilized instead of slowed (save ends).

Second Failed Saving Throw: The target is immobilized and weakened instead of immobilized (save ends both).

☞ Insidious Offer (charm, psychic) ◆ Recharge when first bloodied

Attack: Ranged 10 (one creature); +31 vs. Will

Hit: 1d10 + 9 psychic damage, and the target chooses either to take 30 extra psychic damage or to become dominated (save ends).

MINOR ACTIONS

⚡ Entrancing Beauty (charm, psychic) ◆ At-Will (1/round)

Attack: Close burst 5 (enemies in burst); +31 vs. Will

Hit: 1d6 + 9 psychic damage, and Eclavdra pulls the target 2 squares.

⚔ On Your Knees (weapon) ◆ Recharge ☹ ☹

Requirement: Eclavdra must be wielding a tentacle rod.

Attack: Melee 3 (one creature); +33 vs. Will

Hit: The target falls prone and cannot stand up (save ends).

TRIGGERED ACTIONS

⚡ Blinking Escape (teleportation) ◆ At-Will

Trigger: Eclavdra is hit by an area or a close attack.

Effect (Immediate Reaction): Eclavdra teleports 6 squares and gains concealment until the end of her next turn.

Skills Bluff +27, Insight +25, Intimidate +27, Religion +26

Str 17 (+17)

Dex 30 (+24)

Wis 23 (+20)

Con 22 (+20)

Int 25 (+21)

Cha 26 (+22)

Alignment chaotic evil

Languages Abyssal, Common, Elven

Equipment tentacle rod

Although Eclavdra uses guile and charm, she is also armed with a traditional weapon. She carries a deadly *tentacle rod*, a relic from her days of serving the Elder Elemental Eye. The rod's touch saps strength, slowing foes and robbing them of power.

Like her mistress, Eclavdra avoids situations that are beyond her capabilities. She uses servants to contain her enemies while she remains safe. If diplomacy and magic fail, she blinks away, seeking safety to plot her revenge.

MEAZEL

EXPERIENCED ADVENTURERS KNOW THE DARK TALES of the meazels, but most are lucky enough to never encounter proof of those legends. Wretched survivors of a cruel pact with an archdevil, the diseased and disfigured meazels feast on living beings, craving humanoid flesh above all else.

LORE

History DC 21: In ages past, a plague wreaked havoc across an isolated human city. Terror and rage engulfed the residents as riots and fires flared out of control. Just when all seemed lost, a soothing voice was heard in the ears and minds of the city's panicked people.

"Your gods have fled this place. The spirits of the world no longer walk your streets. Your mages' spells have failed you. In your hour of need, I alone hear your pleas." To the wretched victims, this apparition made a simple bargain. In exchange for their fealty, the people of the city would enjoy limitless food, and the plague would cause no more deaths.

History does not record whether these doomed folk made any effort to discover the true nature of their would-be savior, or whether they were too desperate to care. In the end, however, they struck a pact with Baalzebul, duke of Maladomini, the seventh

hell. In their desperation to survive, the folk of the city became the first meazels. They were not slain by the plague, as Baalzebul had promised, but instead were stricken with the weeping sores and endless hunger that were its hallmarks.

The meazels found that the food they formerly ate did not nourish them anymore. In search of the limitless food Baalzebul had promised, they left their city for the wide world, where they soon discovered that the flesh of sentient humanoids was the only thing that could nourish their ravening appetites.

ENCOUNTERS

Meazels rarely ally with intelligent humanoids, owing to their appearance and their morbid appetite. They do keep wild beasts, including spiders and drakes, as pets and guards. Powerful meazel hunters use ritual magic to summon and bind elementals.

Occasionally, meazels set aside their hunger to work with a group that promises to rid them of their curse. Cults dedicated to Baalzebul's rivals, such as Levistus, sometimes ally with meazels.

MEAZEL BRAVO

From the shelter of the ruins, a pack of bravos attacked. With no room to spread out, the scouts felt the wretched curse of the meazels like the cold touch of death. As the battle went on, the defenders felt their ability to protect themselves seemingly stripped away.



Meazel Bravo	Level 11 Brute	
Medium natural humanoid	XP 600	
HP 136; Bloodied 68	Initiative +7	
AC 23, Fortitude 24, Reflex 22, Will 22	Perception +7	
Speed 6	Darkvision	
Immune disease		
TRAITS		
☼ Wretched Curse of Baalzebul ◆ Aura 1		
Any enemy that starts its turn within the aura is affected by the curse of Baalzebul until the end of its next turn. While a creature is affected by the curse of Baalzebul, it takes a -2 penalty to all defenses and gains vulnerable 5 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Baalzebul until the end of its next turn. Multiple curses do not stack.		
STANDARD ACTIONS		
⊕ Morningstar (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 2d10 + 10 damage.		
⊕ Gut Shot (weapon) ◆ Recharge ☼ ii		
Attack: Melee 1 (one creature); +14 vs. Fortitude		
Hit: 2d10 + 6 damage, and the target is weakened until the end of the bravo's next turn.		
Skills Athletics +14, Stealth +12		
Str 19 (+9)	Dex 15 (+7)	Wis 15 (+7)
Con 16 (+8)	Int 10 (+5)	Cha 12 (+6)
Alignment chaotic evil Languages Common		
Equipment leather armor, morningstar		

MEAZEL BRAVOS IN COMBAT

Meazel bravos fight under the direction of a tribe's hunters, shielding the hunters and the stranglers from enemies. Their hatred and hunger keeps them in the thick of combat, where they willingly lay down their lives for the tribe.

MEAZEL HUNTER

The dwarf patrol was in the deepest sublevels of the Nerath ruins when the first volley of black-fletched shafts arced out of the darkness. They took few enough hits, but the dwarves soon discovered that the hunters had coated their arrows with the diseased blood of meazels. The dwarves' best warriors were suddenly doubled over in pain, barely able to move as the shrieking creatures began their full assault.

Meazel Hunter **Level 12 Artillery** Medium natural humanoid XP 700

HP 88; Bloodied 44 **Initiative +11**
AC 24, Fortitude 23, Reflex 25, Will 25 **Perception +14**
Speed 6, climb 6 **Darkvision**
Immune disease

TRAITS

☠ Wretched Curse of Baalzebul ◆ Aura 1

Any enemy that starts its turn within the aura is affected by the curse of Baalzebul until the end of its next turn. While a creature is affected by the curse of Baalzebul, it takes a -2 penalty to all defenses and gains vulnerable 5 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Baalzebul until the end of its next turn. Multiple curses do not stack.

STANDARD ACTIONS

⚔ Spear (weapon) ◆ At-Will

Attack: Melee 1 (one creature); +17 vs. AC
Hit: 2d8 + 5 damage.

🏹 Longbow (poison, weapon) ◆ At-Will

Attack: Ranged 20/40 (one creature); +19 vs. AC
Hit: 2d8 + 5 poison damage, and the target is slowed until the end of the hunter's next turn.

🏹 Distracting Shot (weapon) ◆ At-Will

Requirement: The hunter must be wielding a ranged weapon.
Attack: Ranged 20/40 (one creature); +17 vs. Will
Hit: 2d8 + 5 damage, and the target grants combat advantage until the end of the hunter's next turn.

🏹 Plague-Tainted Shot (necrotic, weapon) ◆ Encounter

Requirement: The hunter must be wielding a ranged weapon.
Attack: Ranged 20/40 (one creature); +17 vs. Fortitude
Hit: 2d8 + 5 damage, and ongoing 10 necrotic damage (save ends). Until the target saves, any ally of the target that starts its turn adjacent to the target takes 10 necrotic damage.

Skills Stealth +16

Str 15 (+8) **Dex 20 (+11)** **Wis 17 (+9)**

Con 10 (+6) **Int 11 (+6)** **Cha 10 (+6)**

Alignment chaotic evil **Languages** Common

Equipment spear, longbow, 40 arrows

MEAZEL HUNTERS IN COMBAT

Hunters attack from ambush. They climb up rubble and walls to snipe from above. A hunter focuses dis-

tracting shot on heavily armored targets, granting an advantage to its allies fighting in melee.

MEAZEL STRANGLER

Meazels like their humanoid prey fresh, whole, and screaming. Explorers have learned from grim experience that a meazel strangler's job is to ensure that the choicest targets are snatched from the edge of battle and dragged kicking and screaming to a tribe's bloody feast.

Meazel Strangler **Level 13 Controller** Medium natural humanoid XP 800

HP 125; Bloodied 62 **Initiative +11**
AC 27, Fortitude 24, Reflex 26, Will 24 **Perception +9**
Speed 6 **Darkvision**
Immune disease

TRAITS

☠ Wretched Curse of Baalzebul ◆ Aura 1

Any enemy that starts its turn within the aura is affected by the curse of Baalzebul until the end of its next turn. While a creature is affected by the curse of Baalzebul, it takes a -2 penalty to all defenses and gains vulnerable 5 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Baalzebul until the end of its next turn. Multiple curses do not stack.

STANDARD ACTIONS

⚔ Short Sword (weapon) ◆ At-Will

Attack: Melee 1 (one creature); +18 vs. AC
Hit: 2d6 + 10 damage.

⚔ Garrote (weapon) ◆ At-Will

Requirement: The strangler must not have a creature grabbed.
Attack: Melee 1 (one creature granting combat advantage to the strangler); +16 vs. Reflex
Hit: 1d10 + 5 damage, and the strangler grabs the target.
Sustain Standard: The strangler sustains the grab, and the target takes 3d10 + 5 damage.

⚔ Plague Touch (necrotic) ◆ Encounter

Attack: Melee 1 (one creature); +16 vs. Fortitude
Hit: 2d6 + 5 damage, and the target is blinded and takes ongoing 5 necrotic damage (save ends both).

MOVE ACTIONS

🏹 Drag to the Feast ◆ At-Will

Effect: The strangler moves its speed, pulling a creature it has grabbed with it. In addition, the creature remains grabbed, and the strangler does not provoke an opportunity attack from the grabbed creature. Any opportunity attacks against the strangler for this movement that miss the meazel instead hit the grabbed creature.

Skills Athletics +14, Stealth +16, Thievery +16

Str 16 (+9) **Dex 20 (+11)** **Wis 16 (+9)**

Con 13 (+7) **Int 11 (+6)** **Cha 11 (+6)**

Alignment chaotic evil **Languages** Common

Equipment leather armor, short sword, garrote

MEAZEL STRANGLERS IN COMBAT

A meazel strangler is driven by hunger but compelled to keep a victim alive so that its elders in the tribe can feed first. Stranglers flank with each other or with their kin. Once a strangler has an enemy by the neck, it starts dragging the creature away.

MEENLOCK

THE FAR REALM HAS UNLEASHED COUNTLESS HORRORS on the world, but few are as feared by the common folk as the meenlocks. The cabins of woodcutters, trappers, and hunters are typically built to be as tough as their inhabitants. However, such folk know enough to line their floors with thick stones, carefully selected and protected by the blessings of gods or primal spirits. These people have heard the old tales of creatures that burrow up from beneath the earth. The meenlocks come to snatch the unguarded, leaving only an empty bed and a dark tunnel plunging into the earth.

LORE

Dungeoneering DC 19: Folk tales speak of various creatures that burrow beneath the homes of woodland settlers. The least threatening of these tales tell of faerie creatures that seek out ale, wine, candies, and other treats, which they carry deep into their burrows for debauched celebrations. The worst of these stories talk about meenlocks, which hunger to transform humanoids into their own corrupt kind. These loathsome mockeries dwell in hidden lairs in the Underdark. They are masters of fey magic and psionic power, infecting victims with a foul psychic corruption that calls them inexorably to the meenlocks' lairs.

These lairs are located in shafts dug deep into the earth in remote dungeons or in isolated swamps and forests. A meenlock lair is well hidden and well guarded, its entrance sealed behind a large rune-covered stone. Spy holes give advance warning of any approach. Pushing aside the stone is easily done (Strength DC 14), but anyone who does so or who enters the lair is exposed to meenlock corruption.

Meenlocks in their lair flee from danger, but they fight to the death if cornered. If a group of meenlocks manages to get safely out of sight, it forms a hunting party that can trail interlopers for days. The creatures wait for the right moment to exact retribution.

Creatures infected with and dominated by meenlock corruption inevitably return to the lair of the meenlocks that exposed them to the disease. A dominated creature kept within the meenlocks' lair for more than two days becomes one of these loathsome creatures. If the meenlock that dominated a creature is slain and its body burned, the victim can be restored to life by the use of both the Remove Affliction and Raise Dead rituals.

ENCOUNTERS

Meenlocks usually ally only with other aberrations. They commonly fight alongside foulspawn for the promise of victims to convert to their kind. On rare occasions, a meenlock pack takes up with an evil wizard, a psion, or some other expert in the arcane or psionic arts.

MEENLOCK STALKER

The stalker's dark thoughts cut their way into the hunter's mind like a knife, weaving a horrid landscape of chilling visions and maddening whispers. The hunter knew the power by which this creature harvested fresh victims for its nest: a blend of fey magic and the dark power of the Far Realm. As hard as he fought, however, his fear summoned up the whispered tales of what happened to those who fell to a stalker's power—becoming a meenlock first in mind, then in body.

Meenlock Stalker	Level 9 Controller	
Small aberrant humanoid	XP 400	
HP 97; Bloodied 48	Initiative +8	
AC 23, Fortitude 20, Reflex 21, Will 22	Perception +4	
Speed 5	Darkvision	
Immune meenlock corruption		
STANDARD ACTIONS		
⚔ Claw ⚔ At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d6 + 7 damage.		
☞ Maddening Whispers (psychic) ⚔ At-Will		
Attack: Ranged 10 (one creature affected by this stalker's horrid link); +12 vs. Will		
Hit: 1d6 + 4 psychic damage, and the target is dazed (save ends).		
☞ Twisting Whispers (charm, disease, psychic) ⚔ At-Will		
Attack: Ranged 10 (one creature affected by this stalker's horrid link); +12 vs. Will		
Hit: 1d6 + 4 psychic damage, and the target makes a basic attack against one creature of the stalker's choice. The target is then exposed to meenlock corruption (see page xx).		
MOVE ACTIONS		
⚡ Dimension Step (teleportation) ⚔ Recharge [2] [2] [2]		
Effect: The stalker teleports 8 squares.		
MINOR ACTIONS		
☞ Horrid Link (psychic) ⚔ Recharge [2] [2] [2]		
Effect: The stalker forges a link with one creature within 10 squares of it. The link lasts until the start of the stalker's next turn or until the stalker uses horrid link again. Whenever the stalker takes damage, the target of its horrid link takes 1d10 + 5 psychic damage.		
Skills Athletics +9, Stealth +13		
Str 10 (+4)	Dex 18 (+8)	Wis 11 (+4)
Con 17 (+7)	Int 13 (+5)	Cha 20 (+9)
Alignment chaotic evil		Languages Common, Deep Speech

MEENLOCK STALKERS IN COMBAT

A meenlock stalker's battleground is the mind of its victim. A creature affected by the stalker's *horrid link* experiences a waking nightmare of suffocating horror. A stalker focuses on the target of that link, dazing a foe or turning it against its own allies.

MEENLOCK CORRUPTOR

The adventurers had seen no sign of any other creatures for the last mile of twisting tunnels, yet the rogue sensed the presence of meenlocks just the same. Meenlock corruptors lurked somewhere in the darkness, using their magic to warp her view of reality. Then suddenly, she drew her sword without knowing why. A nightmarish landscape appeared before her, filled with deadly creatures. She plunged her blade into one, only to realize she had just buried her blade in her companion's back.



Meenlock Corruptor		Level 11 Lurker
Small aberrant humanoid		XP 600
HP 89; Bloodied 44	Initiative +13	
AC 25, Fortitude 22, Reflex 23, Will 24	Perception +6	
Speed 5	Darkvision	
Immune meenlock corruption		
STANDARD ACTIONS		
⚔ Claw ♦ At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 3d6 + 5 damage.		
⚡ Corrupting Mind (charm, disease, illusion) ♦ At-Will		
Attack: Ranged 10 (one creature); +14 vs. Will		
Hit: The target is exposed to meenlock corruption. In addition, the target is affected by mental disarray (save ends). While the target is affected by mental disarray, it is dominated, it deals 2d6 extra damage with all attacks, and the corruptor is invisible to the target.		
First Failed Saving Throw: The target is affected by mental disarray until the end of the encounter. Whenever the target takes 10 damage or more, the corruptor takes an equal amount of damage, and the target can make a saving throw to end the mental disarray.		
⚡ Psychic Shriek (psychic) ♦ Encounter		
Attack: Close blast 5 (enemies in blast); +14 vs. Will		
Hit: 2d6 + 5 psychic damage, and the target falls prone.		
Miss: Half damage.		
MOVE ACTIONS		
⚡ Dimension Step (teleportation) ♦ Recharge ⚡ ⚡ ⚡		
Effect: The corruptor teleports 8 squares.		
Skills Athletics +10, Stealth +14		
Str 10 (+5)	Dex 18 (+9)	Wis 13 (+6)
Con 17 (+8)	Int 13 (+6)	Cha 20 (+10)
Alignment chaotic evil		Languages Common, Deep Speech

MEENLOCK CORRUPTORS IN COMBAT

A meenlock corruptor stays well behind its allies, keeping to the shadows and waiting until the battle begins. A corruptor dominates the strongest melee combatants, turning them against their allies and exposing them to the taint of meenlock corruption.

MEENLOCK CORRUPTION

A meenlock's attack can crush a foe's mind, turning it into a puppet under the meenlock's control. Even if the attack is shaken off, the target feels the lingering effect of the psychic corruption these creatures inflict.

Meenlock Corruption Level 9 Disease

Insight improve DC 20, maintain DC 15, worsen DC 14 or lower

- The target is cured. ❑ **Initial Effect:** The target takes a -4 penalty to Will. ⚡⚡ The target grants combat advantage. ▶ **Final State:** Unless prevented from doing so, the target moves toward the lair of the meenlocks that infected it. Treat the target as dominated by meenlocks until the disease is cured.

MIMIC

THE LEGEND SEEMS LITTLE MORE THAN A JOKE when told across a tavern table: A chest of treasure in the deepest recesses of a dungeon suddenly transforms into a monstrosity, attacking those who had been set to loot it a moment earlier. The adventurers who know the true origin of the mimic do not laugh at its deadly threat.

LORE

Arcana DC 19: For countless ages, these creatures of the Far Realm have assumed apparently harmless forms, infiltrated settled lands, and hunted sentient humanoids. Impersonator mimics absorb the language and memories of the creatures they devour, sometimes carrying on the victim's life as normal while scouting for new prey. As an impersonator kills, it eventually splits into new object mimics and mimic spawn, which mature to become impersonator mimics and continue the cycle.

ENCOUNTERS

Mimics ally with few creatures other than their own kind and more powerful aberrant monsters. However, mimics in the world and in the Underdark can form a kind of symbiotic relationship with other creatures. Mimics sometimes inhabit the lairs of constructs or incorporeal undead, lurking within the shadows to devour the remains of victims that those monsters cannot consume. Dragons and other powerful creatures sometimes keep object mimics to guard their treasure in return for a steady diet of intruders and explorers.



OBJECT MIMIC

A plain, unadorned chest holds the ancient riches of a long-forgotten king. A barred oak door leads to a chamber of arcane secrets. A priceless work of art hangs within easy reach. The object mimic is a deadly predator, using curiosity and greed to lure duped prey into its ravenous maw.

Object Mimic	Level 8 Lurker
Medium aberrant magical beast	XP 350
HP 71; Bloodied 35	Initiative +11
AC 23, Fortitude 21, Reflex 19, Will 21	Perception +14
Speed 5	Darkvision, tremorsense 5
Resist 5 acid	
TRAITS	
Ambush	The object mimic deals 2d6 extra damage against surprised creatures.
STANDARD ACTIONS	
Slam ♦ At-Will	Attack: Melee 1 (one creature); +13 vs. AC Hit: 2d8 + 7 damage.
Crushing Tendrils (acid) ♦ At-Will	Attack: Melee 3 (one creature); +13 vs. AC Hit: 1d8 + 4 damage, and the mimic grabs the target. The target takes a -5 penalty to attempts to escape the grab. Sustain Standard: The object mimic sustains the grab, and the target takes 15 acid damage.
Ravens Maw ♦ Recharge ☼ ☼ ☼	Attack: Melee 2 (one creature); +13 vs. AC Hit: 2d8 + 11 damage, and the target is slowed (save ends).
MINOR ACTIONS	
Shapeshift (polymorph) ♦ At-Will (1/round)	Effect: The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again. Ooze Form: The mimic becomes an ooze. When it squeezes while it is in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. Object Form: While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 24 Perception check to notice that the mimic is a living creature.
Skills Bluff +11, Stealth +12	
Str 20 (+9)	Dex 16 (+7) Wis 21 (+9)
Con 17 (+7)	Int 19 (+8) Cha 15 (+6)
Alignment unaligned	Languages Common, Deep Speech

OBJECT MIMICS IN COMBAT

An object mimic initiates combat by posing as an object designed to entice its prey close. When it senses a potential meal, the mimic abandons its object form and attacks. When multiple object mimics lair together, they coordinate their forms according to the features of the area.

When sorely pressed, an object mimic flees combat. Once out of sight, it transforms into a rock or some other nondescript object. Many adventurers, hot in pursuit of a fleeing mimic, have run past it and later been attacked from behind.

IMPERSONATOR MIMIC

A young girl begs for bread at the door, and an old lady's act of kindness is her last. Then, in the form of the old lady, an impersonator mimic lures a passing farmhand inside, begging for help moving a table. Next, as the farmhand, it accompanies a team of woodcutters. For the mimic, each persona it assumes means another victim's unmarked grave.

Impersonator Mimic	Level 16 Controller
Medium aberrant magical beast	XP 1,400
HP 160; Bloodied 80	Initiative +14
AC 30, Fortitude 27, Reflex 28, Will 27	Perception +13
Speed 6	Darkvision, tremorsense 5
Resist 10 acid	
STANDARD ACTIONS	
⚔ Slam ♦ At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
† Forcible Conversion (charm) ♦ Recharge ☞ ☞	
Attack: Melee 2 (one creature); +19 vs. Fortitude	
Hit: The target is dominated (save ends).	
MINOR ACTIONS	
☞ Call to Harvest (charm) ♦ At-Will (1/round)	
Attack: Ranged 10 (one creature); +19 vs. Will	
Hit: The mimic slides the target 4 squares, and the target grants combat advantage until the end of the mimic's next turn.	
◀ Shapeshift (polymorph) ♦ At-Will (1/round)	
Effect: The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again.	
Ooze Form: The mimic becomes an ooze. When it squeezes while it is in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
Humanoid Form: The mimic gains a +4 bonus to Bluff checks. In addition, it can use all the languages known by the last humanoid creature it killed.	
Object Form: While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 31 Perception check to notice that the mimic is a living creature.	
FREE ACTIONS	
⊖ Absorb ♦ At-Will (1/round)	
Requirement: The mimic can use <i>absorb</i> only during its turn.	
Effect: The mimic reduces one mimic spawn that is adjacent to it or occupying its space (see the mimic spawn's <i>one with master</i> power) to 0 hit points. When it does so, it gains 1 action point.	
Skills Bluff +20 (+24 while the mimic is in humanoid form), Stealth +19	
Str 21 (+13)	Dex 22 (+14) Wis 20 (+13)
Con 24 (+15)	Int 26 (+16) Cha 24 (+15)
Alignment unaligned	Languages Common, Deep Speech

IMPERSONATOR MIMICS IN COMBAT

An impersonator mimic hunts by luring prey into a trap. In ruins and other remote locations, an impersonator's lair is inhabited by mimic spawn posing as objects suited to the environment.

MIMIC SPAWN

They scuttle and crawl through windows, doors, and chimneys in search of prey. Each mimic spawn shares the horrid form of an impersonator mimic, shifting shape under its master's direction.

Mimic Spawn	Level 16 Minion Lurker
Medium aberrant magical beast	XP 350
HP 1; a missed attack never damages a minion.	Initiative +18
AC 30, Fortitude 27, Reflex 29, Will 26	Perception +13
Speed 6	Darkvision, tremorsense 5
Resist 10 acid	
TRAITS	
One with Master	
The mimic spawn can end its move in the same space as an impersonator mimic. While it occupies an impersonator mimic's space, the mimic spawn moves with the impersonator mimic and cannot attack, be targeted, or take damage. Up to four mimic spawns can occupy an impersonator mimic's space.	
STANDARD ACTIONS	
⚔ Slam ♦ At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 12 damage.	
MINOR ACTIONS	
◀ Shapeshift (polymorph) ♦ At-Will (1/round)	
Effect: The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again.	
Ooze Form: The mimic becomes an ooze. When it squeezes while it is in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
Object Form: While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 31 Perception check to notice that the mimic is a living creature.	
Skills Stealth +19	
Str 21 (+13)	Dex 22 (+14) Wis 20 (+13)
Con 24 (+15)	Int 26 (+16) Cha 24 (+15)
Alignment unaligned	Languages Common, Deep Speech

MIMIC SPAWN IN COMBAT

Mimic spawn stay in object form until prey is engaged in combat. The spawn stay close to their impersonator master, ready to sacrifice themselves for its sake.

MIND FLAYER

WITHIN THEIR DISMAL CITIES IN THE UNDERDARK, these aberrant monstrosities watch as their thralls dutifully erect monuments glorifying them and the dark creatures they revere. Mind flayers communicate their foul plans to each other without words, plotting raids against the subterranean cities of the drow and dwarves or undertaking dark experiments filled with madness and death.

LORE

Dungeoneering DC 27: Even the most malign races of the Underdark are loath to deal with mind flayers. Drow and duergar can recount the legends of illithid assaults against their settlements, their kin taken prisoner or left as brainless corpses scattered throughout the ruined remains of their cities. Illithids seek the downfall and subjugation of all other races. They might work to accomplish this through a single mind flayer heading a clandestine cabal of dark magic, or through a host of dread creatures led by the peerless intellect of an elder brain.

Although all mind flayers inspire fear in combat, the Thoon hulks strike terror into the hearts of even hardened Underdark explorers. Thoon is an entity that remains a mystery to all except the mind flayers, which speak of it with a reverence normally accorded to a god. The process of transformation that creates a Thoon hulk drives the creature mad, but in its insanity, it seems to attain a better understanding of what Thoon is.

An elder brain controls all the creatures within a collective—an extended community of mind flayers and their slaves. Each brain coordinates the defenses of its city or enclave, and its link to its servants provides the creature with intelligence across a wide area. All elder brains have an insatiable appetite for knowledge, and they dedicate vast resources to pillaging ancient libraries, capturing lost artifacts and relics, and kidnapping followers of Ioun and Vecna.

When a group of illithids passes a specific tipping point in size and knowledge, its wisest member is chosen to undergo a transformation. The mind flayer's head is severed from its body and placed in a vat of protoplasmic fluid. Psionic crystals act as conduits that allow members of the collective to pour their knowledge into the brain of the chosen. Over decades, the creature grows larger and more powerful. Eventually, it becomes an elder brain—repository for the illithid collective's lore and a mastermind for the collective's schemes.



ENCOUNTERS

Most allies of mind flayers are weak-willed thralls that have been bent to service. Although a lone mind flayer or a small group might occasionally work with renegade drow, devils, star spawn, or other twisted humanoids, the illithids do so only on their own terms. Mind flayers are known to enslave virtually any humanoid race, using the creatures as soldiers or laborers. Common thralls include troglodytes, grimlocks, kuo-toas, trolls, derros, foulspawn, and duergar. A mind flayer collective might also control aberrant beasts such as carrion crawlers, gricks, chuuls, balhannoths, and neogi.

MIND FLAYER INQUISITOR

Even the thieves' guild steered clear of the dark caverns that spread beneath the city, so when the first bodies were found, no one knew who to blame. Nobles, sages, and spellcasters had begun disappearing, each found days or weeks later washed up in the sewer channels with his or her brains torn out. Some in the city guard suspected demon cultists, while others searched for evidence of an evil cabal of spellcasters. None suspected the more horrifying truth—or could guess at the full extent of its threat.

Mind Flayer Inquisitor Medium aberrant humanoid	Level 20 Controller XP 2,800
HP 190; Bloodied 95 AC 34, Fortitude 31, Reflex 33, Will 33 Speed 7	Initiative +15 Perception +16 Darkvision
STANDARD ACTIONS	
⊕ Tentacles ♦ At-Will Requirement: The inquisitor must not have a creature grabbed. Attack: Melee 1 (one creature); +23 vs. Reflex Hit: 3d6 + 13 damage, and the inquisitor grabs the target.	
⊕ Implant Delusions (charm, psychic) ♦ At-Will Attack: Melee 1 (one creature grabbed by the inquisitor); +23 vs. Will Hit: 3d8 + 15 psychic damage, and the target begins suffering delusions (save ends). While the target is suffering delusions, allies adjacent to it take a -2 penalty to attack rolls and a -2 penalty to all defenses.	
⬅ Mind Blast (psychic) ♦ Recharge ☹️ Ⓜ️ Attack: Close blast 5 (enemies in blast); +23 vs. Will Hit: 2d8 + 6 psychic damage, and the target is dazed (save ends). Miss: Half damage.	
Own Worst Enemy (charm) ♦ Recharge when first bloodied Effect: Each enemy in an area burst 2 within 10 squares uses one of its ranged or melee at-will attack powers of the mind flayer's choice against itself as a free action.	
MINOR ACTIONS	
⬅ Unwilling Confession (charm) ♦ At-Will (1/round) Attack: Close burst 10 (one creature in burst); +23 vs. Will Hit: The target is dazed, cannot be the target of healing powers, and cannot be affected by powers that grant a saving throw (save ends all).	
TRIGGERED ACTIONS	
Forceful Submission ♦ At-Will Trigger: An enemy the inquisitor can see succeeds on a saving throw. Effect (Immediate Interrupt): The triggering enemy makes the saving throw again with a -2 penalty.	
Skills Bluff +22, Insight +21 Str 20 (+15) Dex 20 (+15) Wis 22 (+16) Con 22 (+16) Int 24 (+17) Cha 25 (+17)	
Alignment evil Languages Deep Speech, telepathy 10	

MIND FLAYER INQUISITORS IN COMBAT

A mind flayer inquisitor surrounds itself with lesser creatures, typically soldiers or brutes, which protect it while it sows chaos and strife among its foes. An inquisitor that grabs an enemy implants delusions that cause the target to hinder its own allies in

combat. *Unwilling confession* can draw secrets from an enemy's mind, which the mind flayer then reveals telepathically during battle, hoping to sow conflict between the victim and its allies.

MIND FLAYER SCOURGE

As the psionic powers of the mind flayers were honed over countless generations, inhabitants of the surface were also learning and refining psionic disciplines. The first psions, battleminds, and ardens were tested in the Underdark. They sought out the lairs of the mind flayers, trying to steal the secrets of psionic power. Mind flayers began training warriors specialized in dealing with these psionic interlopers, and from that effort, the mind flayer scourge arose.

Mind Flayer Scourge Medium aberrant humanoid	Level 21 Skirmisher XP 3,200
HP 199; Bloodied 99 AC 35, Fortitude 31, Reflex 34, Will 33 Speed 7 Resist 10 psychic	Initiative +18 Perception +16 Darkvision
TRAITS	
Mind Leech Whenever the mind flayer scourge starts its turn with a creature grabbed, the scourge can make a saving throw or an extra recharge roll. It can recharge <i>psychic assault</i> but must roll a 6 on the recharge roll.	
STANDARD ACTIONS	
⊕ Tentacles ♦ At-Will Requirement: The scourge must not have a creature grabbed. Attack: Melee 1 (one creature); +24 vs. Reflex Hit: 2d8 + 5 damage, and the scourge grabs the target. Until the grab ends, the target is dazed.	
⬅ Mind Blast (psychic) ♦ Recharge ☹️ Ⓜ️ Attack: Close blast 5 (enemies in blast); +24 vs. Will Hit: 2d8 + 5 psychic damage, and the target is dazed (save ends). Miss: Half damage.	
⊕ Psychic Assault (charm) ♦ Encounter Attack: Melee 1 (one creature grabbed by the scourge); +24 vs. Will Hit: 1d8 + 5 damage, and the target is dominated (save ends; the target takes a -4 penalty to the saving throw). Miss: Half damage, and the target is dominated (save ends).	
MINOR ACTIONS	
Alter Reality (teleportation) ♦ At-Will Effect: The scourge teleports a creature adjacent to it 2 squares.	
Str 20 (+15) Dex 23 (+16) Wis 22 (+16) Con 23 (+16) Int 26 (+18) Cha 25 (+17)	
Alignment evil Languages Deep Speech, telepathy 10	

MIND FLAYER SCOURGES IN COMBAT

Scourges guard the perimeters of mind flayer territories in the Underdark. They also make up the raiding parties that strike select targets both below-ground and on the surface. A scourge uses its powers to evade and distract its enemies, preventing it from being tied down in melee. *Mind blast* softens up foes

for its allies. The scourge then uses *psychic assault* to dominate a spellcaster or a psionic creature, forcing that individual to unleash its powers against its comrades.

THOON HULK

The darkest legends of the illithids speak of the dire experiments they put their slaves and captives through. However, explorers of the deepest Underdark inevitably discover that these vile creatures have no compunction against performing the same experiments on their own kind. Thoon hulks are the product of generations of alchemical and psychic enhancement. Their minds are dulled, their powers enhanced, and their bodies stretched to the limits of physical endurance. A Thoon hulk is wholly obedient to the whims of its masters, but its dread transformation keeps it permanently on the brink of madness.

THOON HULKS IN COMBAT

Thoon hulks can be encountered in the service of other aberrants, including mind flayers, star spawn, and aboleths. A Thoon hulk tears across the battlefield, using *mind blast* to hinder its foes as it grabs and eviscerates one of them. It uses *call of Thoon* to draw in a ranged attacker or a spellcaster lurking at the edge of the fray, but otherwise it focuses on the nearest foes.

Thoon Hulk		Level 22 Brute
Large aberrant humanoid, mind flayer		XP 4,150
HP 255; Bloodied 127		Initiative +18
AC 34, Fortitude 35, Reflex 33, Will 32		Perception +19
Speed 6		Darkvision
Resist 10 psychic		
STANDARD ACTIONS		
⚔ Eviscerate ♦ At-Will		
Attack: Melee 2 (one creature); +27 vs. AC		
Hit: 4d10 + 16 damage (6d10 + 16 against a creature grabbed by the Thoon hulk).		
⚡ Mind Blast (psionic) ♦ Recharge [ii]		
Attack: Close blast 5 (enemies in blast); +25 vs. Will		
Hit: 1d12 + 7 psychic damage, and the target is dazed (save ends).		
🏹 Call of Thoon (charm, psychic) ♦ Encounter		
Attack: Ranged 10 (one creature); +25 vs. Will		
Hit: 4d12 + 20 psychic damage.		
Effect: The Thoon hulk pulls the target 10 squares to a square adjacent to it.		
MINOR ACTIONS		
⚔ Tentacles ♦ At-Will		
Requirement: The Thoon hulk must not have a creature grabbed.		
Attack: Melee 1 (one creature); +25 vs. Reflex		
Hit: The Thoon hulk grabs the target.		
TRIGGERED ACTIONS		
⚡ Psychic Explosion (psionic)		
Trigger: The Thoon hulk drops to 0 hit points.		
Attack (No Action): Close burst 2 (enemies in burst); +26 vs. Will		
Hit: Ongoing 15 psychic damage (save ends).		
Str 28 (+20)	Dex 24 (+18)	Wis 26 (+19)
Con 25 (+18)	Int 6 (+19)	Cha 23 (+17)
Alignment evil		Languages Deep Speech, telepathy 10



ELDER BRAIN

The many forays the dwarves had made against the mind flayers could not have prepared them for what they faced in the end. The legends of the elder brain were true, but the worst of those legends could not convey the intellect and terrible cunning of this aberrant horror. Lurking at the heart of the illithids' vast city, the elder brain shared a psychic connection with the creatures that served it. By the time the dwarves arrived at the elder brain's lair, it had called up an army to repel the team's assault.

MIND FLAYER



Elder Brain **Level 23 Elite Controller**
Large aberrant magical beast (blind) XP 10,200

HP 436; Bloodied 218 Initiative +17
AC 37, Fortitude 33, Reflex 35, Will 37 Perception +19
Speed 2, teleport 6 Blindsight 10, blind
Immune blinded, gaze
Saving Throws +2; Action Points 1

TRAITS

☼ **Warp Reality** ◆ **Aura 5**
Any enemy that teleports while within the aura takes 10 damage.

Absorb Thoughts
Whenever a nonminion ally within 10 squares of the elder brain drops to 0 hit points, the elder brain makes a saving throw or a power recharge roll.

Unseeing Telepathy
The elder brain can communicate with other creatures telepathically even if it does not have line of effect to those creatures.

STANDARD ACTIONS

⊕ **Tentacle Warp** (teleportation) ◆ **At-Will**
Attack: Melee 3 (one creature); +26 vs. AC
Hit: 1d8 + 8 damage. The elder brain teleports the target 3 squares, and the target is immobilized until the end of the elder brain's next turn.

⊖ **Flailing Warp** ◆ **At-Will**
Effect: The elder brain uses *tentacle warp* three times, making each attack against a different target.

⚡ **Mind Burst** (psychic) ◆ **Recharge** ☼ ☼
Attack: Close burst 5 (enemies in burst); +27 vs. Will
Hit: 3d8 + 6 psychic damage, and the target is dazed (save ends).
Miss: Half damage.

MINOR ACTIONS

⚡ **Sensory Overload** (psychic, teleportation) ◆ **Recharge** ☼ ☼
Attack: Close burst 5 (enemies in burst); +27 vs. Will
Hit: 2d8 + 6 psychic damage, and the target is blinded and deafened until the end of the elder brain's next turn. The elder brain then teleports the target 3 squares.

TRIGGERED ACTIONS

Baleful Transfer ◆ **At-Will**
Trigger: The elder brain saves against an effect.
Effect (No Action): An enemy within 5 squares of the elder brain is subjected to the same effect the elder brain saved against (save ends).

Skills Arcana +25, Bluff +24, Diplomacy +24, Dungeoneering +24,
Str 23 (+17) Dex 23 (+17) Wis 26 (+19)
Con 26 (+19) Int 28 (+20) Cha 27 (+19)
Alignment evil Languages Deep Speech, telepathy 50

ELDER BRAINS IN COMBAT

An elder brain is typically encountered at the center of an illithid city or enclave. It lies in a pool of ooze that enhances its powers, allowing it to communicate with its followers across vast distances. An elder brain exercises absolute authority over the creatures under its command, and it is always heavily guarded. However, an elder brain's arrogance inevitably pulls it into combat. It hits its foes as often as possible with *mind burst*, using *flailing warp* and *sensory overload* against the nearest melee combatants. If an elder brain's allies are defeated and it is bloodied, the creature tries to save itself, offering knowledge or wealth in exchange for its life.

MINOTAUR

THE HISTORY OF THE BESTIAL MINOTAURS is red with slaughter and rife with secrets as dark and twisted as the labyrinths in which they dwell. The most potent of these secrets are kept by the minotaurs of the Blood League—warriors that steal the power of other creatures by consuming their still-beating hearts.

LORE

Arcana DC 23: Only the most depraved minotaurs are inducted into the Blood League, a group that practices rituals that can steal the power of other creatures by consuming their beating hearts. Victims are hunted, pushed to the limits of their endurance, within a labyrinth under the league's control.

ENCOUNTERS

Minotaurs of the Blood League work with servants of Torog and Baphomet, whose ideals and methods mesh with their own. Mind flayers also work alongside the league. In exchange for their service, the illithids get to devour the brains of victims.

PALE BLOODFIEND

Those who know of the blasphemous ritual that creates these vampiric creatures fear the bloodfiend minotaurs, and stories of their battle prowess make the creatures all the more terrifying.

Pale Bloodfiend	Level 12 Brute
Medium natural humanoid, minotaur	XP 700
HP 140; Bloodied 70	Initiative +11
AC 24, Fortitude 25, Reflex 24, Will 23	Perception +10
Speed 8	Darkvision
STANDARD ACTIONS	
⊕ Claw ♦ At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 6 damage.	
⊕ Double Claw ♦ At-Will	
Requirement: The bloodfiend must not have a creature grabbed.	
Effect: The bloodfiend uses <i>claw</i> twice against the same target. If both attacks hit, the bloodfiend grabs the target.	
⊕ Goring Charge ♦ At-Will	
Effect: The bloodfiend charges and makes the following attack in place of a melee basic attack.	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d10 + 10 damage, and the target falls prone.	
MINOR ACTIONS	
⊕ Heart of the Vampire (healing) ♦ Recharge at the end of the bloodfiend's turn if the power misses	
Attack: Melee 1 (one creature grabbed by the bloodfiend); +15 vs. Fortitude	
Hit: 2d6 + 6 damage, and the target is dazed and weakened (save ends both). The bloodfiend regains 20 hit points.	

TRIGGERED ACTIONS

⊕ **Bloodfiend Ferocity**

Trigger: The bloodfiend drops to 0 hit points.

Effect (Immediate Interrupt): The bloodfiend uses *claw*. If the attack hits, the target is dazed until the end of the target's next turn.

Skills Athletics +17, Intimidate +15

Str 22 (+12)

Dex 20 (+11)

Wis 19 (+10)

Con 20 (+11)

Int 19 (+10)

Cha 19 (+10)

Alignment evil

Languages Common

PALE BLOODFIENDS IN COMBAT

A pale bloodfiend charges howling into battle, ignoring all threats as it lays into foes with *double claw*. Once bloodied, it seeks out a suitable target for *heart of the vampire*.

CINDERHOOF TRAMPLER

This minotaur smells of brimstone and burning hair. A cinderhoof trampler has the qualities of the nightmare whose heart it consumed. As the creature charges, its hooves ignite with hellfire.

Cinderhoof Trampler	Level 13 Skirmisher	
Medium natural humanoid, minotaur	XP 800	
HP 132; Bloodied 66	Initiative +14	
AC 27, Fortitude 26, Reflex 26, Will 23	Perception +10	
Speed 8		
Resist 10 fire		
TRAITS		
Combat Advantage (fire)		
Whenever the trampler hits a creature granting combat advantage to it, that creature takes ongoing 10 fire damage (save ends).		
STANDARD ACTIONS		
⊕ Gore ♦ At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d10 + 5 damage.		
⊕ Goring Charge ♦ At-Will		
Effect: The trampler charges and makes the following attack in place of a melee basic attack.		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d10 + 10 damage, and the target falls prone.		
⊕ Heart of the Nightmare (fire) ♦ Recharge ☹		
Effect: The trampler moves its speed and can move through enemies' spaces during the move. Any creature that hits the trampler with an opportunity attack provoked by this movement takes 10 fire damage. Each time the trampler enters an enemy's space for the first time during the move, it makes the following attack against that enemy.		
Attack: Melee 0; +16 vs. Reflex		
Hit: 3d6 + 7 damage, and the enemy falls prone.		
TRIGGERED ACTIONS		
⊕ Trampler Ferocity		
Trigger: The trampler drops to 0 hit points.		
Effect (Immediate Interrupt): The trampler uses <i>gore</i> . If the attack hits, the trampler pushes the target 2 squares and knocks it prone.		
Skills Athletics +17, Stealth +17		
Str 22 (+12)	Dex 22 (+12)	Wis 19 (+10)
Con 20 (+11)	Int 19 (+10)	Cha 22 (+12)
Alignment evil	Languages Common	

CINDERHOOF TRAMPLERS IN COMBAT

A cinderhoof trampler charges constantly across the battlefield, using *heart of the nightmare* as often as possible. It focuses its attacks on prone targets, which feel the fury of its fiery hooves.

IRONSKIN WARRIOR

The most powerful members of the Blood League worship the gorgon as the epitome of a bull's form.

Ironskin Warrior		Level 14 Soldier
Medium natural humanoid, minotaur		XP 1,000
HP 140; Bloodied 70	Initiative +15	
AC 30, Fortitude 27, Reflex 26, Will 25	Perception +13	
Speed 6		
Resist 10 poison		
STANDARD ACTIONS		
⊕ Greataxe (weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d12 + 9 damage, and the target is slowed and cannot shift (save ends both).		
⊕ Goring Charge ⊕ At-Will		
Effect: The warrior charges and makes the following attack in place of a melee basic attack.		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 2d10 + 11 damage, and the target falls prone.		
⊕ Heart of the Gorgon (poison) ⊕ Encounter		
Attack: Close blast 5 (enemies in blast); +17 vs. Fortitude		
Hit: 3d6 + 5 poison damage, and the target is slowed (save ends).		
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).		
Second Failed Saving Throw: The target is petrified.		
TRIGGERED ACTIONS		
⊕ Ironskin Ferocity		
Trigger: The warrior drops to 0 hit points.		
Effect (Immediate Interrupt): The warrior uses <i>greataxe</i> . If the attack hits, the target is immobilized until the end of the target's next turn.		
Skills Athletics +18, Endurance +17		
Str 23 (+13)	Dex 23 (+13)	Wis 23 (+13)
Con 20 (+12)	Int 20 (+12)	Cha 20 (+12)
Alignment evil		Languages Common
Equipment greataxe		

IRONSKIN WARRIORS IN COMBAT

An ironskin warrior stays in motion with *goring charge*, positioning itself close to as many foes as possible before unleashing *heart of the gorgon*.

SHARDHORN HUNTER

The most feared assassins of the Blood League are said to feast on the hearts of unicorns. Wielding the creature's horn, they twist the unicorn's magical properties for their own murderous ends.

SHARDHORN HUNTERS IN COMBAT

Shardhorn hunters are cruel, even by minotaur standards. A hunter alternates *heart of the unicorn* with *backstab*, striking different targets each turn.

Shardhorn Hunter		Level 15 Lurker
Medium natural humanoid, minotaur		XP 1,200
HP 116; Bloodied 58	Initiative +17	
AC 29, Fortitude 27, Reflex 28, Will 26	Perception +13	
Speed 8	Darkvision	
STANDARD ACTIONS		
⊕ Horn Dagger (weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 4d4 + 10 damage.		
⊕ Backstab (weapon) ⊕ At-Will		
Attack: Melee 1 (one creature granting combat advantage to the hunter); +20 vs. AC		
Hit: 4d4 + 10 damage, and ongoing 10 damage (save ends).		
⊕ Goring Charge ⊕ At-Will		
Effect: The hunter charges and makes the following attack in place of a melee basic attack.		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 2d10 + 10 damage, and the target falls prone.		
MOVE ACTIONS		
⊕ Heart of the Unicorn (illusion, teleportation) ⊕ Recharge when the hunter uses <i>backstab</i>		
Effect: The hunter teleports 6 squares and becomes invisible until the end of its next turn or until it makes a melee attack roll.		
TRIGGERED ACTIONS		
⊕ Shardhorn Ferocity		
Trigger: The hunter drops to 0 hit points.		
Effect (Immediate Interrupt): The hunter uses <i>horn dagger</i> . If the attack hits, the target is dazed until the end of the target's next turn.		
Skills Intimidate +17, Stealth +18		
Str 23 (+13)	Dex 23 (+13)	Wis 23 (+13)
Con 20 (+12)	Int 20 (+12)	Cha 20 (+12)
Alignment evil		Languages Common
Equipment unicorn horn dagger		



NAGPA

THE NAGPAS ONCE SERVED THE PRIMORDIALS but betrayed their masters when the gods' victory was imminent. In retribution, the primordial levied a terrible curse on these creatures. Most nagpas lust endlessly after gold, gems, and magic items, but none can ever touch that which their hearts crave.

LORE

Arcana DC 19: When the primordial created the nagpas, they sought to give their new servants true sentience. In their battles against the gods, the primordial found that the elementals they commanded were too limited in intellect and appearance to be of any worth except as shock troops. The nagpas were thus created and bestowed with the cunning of devils and the beauty of nymphs. The scheming nagpas quickly showed their worth, wreaking havoc on the gods and their followers with ambush, seduction, and trickery.

As the Dawn War approached its end, the nagpas were clever enough to see that the primordial's defeat was inevitable. They struck a pact with the gods to betray their masters. Their treachery was discovered, though, and the primordial levied a horrid curse on their creations. The primordial transformed them into hideous creatures with an insatiable appetite for wealth and bodily comforts.

Nagpas are immortal, heightening the torment of their existence. When slain, they reincarnate within a few decades with all the memories of their past lives and deaths. Because nagpas hate the hideous appearance that the primordial bestowed on them, they destroy any mirrors that might reveal their faces.

ENCOUNTERS

With its combination of magical prowess and cunning charm, a nagpa recruits bandits, thieves, and other servants to obtain the wealth and comforts it desires. Nagpas are commonly served by trolls, ogres, and other dim and brutish creatures. A nagpa's natural arrogance leads it to treat humanoids in its service as little better than beasts. This behavior can work in an adventuring group's favor, for a nagpa's servants have little loyalty to the creature and tend to flee quickly if the fight goes bad.

Nagpas are known to work with and respect oni, employing them to oversee their brutish servants. Adventurers who eliminate a cult or a gang led by an oni might soon discover that the group was in fact led by a nagpa when the vengeful creature exacts punishment on them for their interference.

NAGPA CORRUPTOR

In the heart of the ruins, the adventurers found themselves in what seemed to be the salon of a wealthy connoisseur of the arts. Cordoned off by partitions and lengths of rope, paintings hung from white-washed walls and marble busts sat atop polished wooden stands. The explorers were ready to leap in and start taking the treasures, until their guide halted them and advised the adventurers of what they had really found: the lair of a nagpa.

Nagpa Corruptor		Level 9 Controller
Medium elemental humanoid		XP 400
HP 97; Bloodied 48		Initiative +6
AC 23, Fortitude 19, Reflex 21, Will 21		Perception +8
Speed 6		Low-light vision
STANDARD ACTIONS		
① Withering Staff (necrotic, weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +13 vs. Reflex		
Hit: 2d6 + 10 necrotic damage, and the nagpa pushes the target 2 squares.		
② Withering Blast (implement, necrotic) ◆ At-Will		
Attack: Ranged 5 (one creature); +13 vs. Will		
Hit: 2d8 + 4 necrotic damage, and the target is immobilized (save ends).		
➤ Devouring Fire (implement, fire) ◆ Recharge [☉][☉]		
Attack: Ranged 5 (one creature); +13 vs. Fortitude		
Hit: 2d10 + 10 fire damage, and ongoing 5 fire damage (save ends).		
Each Failed Saving Throw: Each ally within 3 squares of the target takes 5 fire damage.		
✱ Corrupting Curse (necrotic, zone) ◆ Encounter		
Attack: Area burst 3 within 10 (enemies in burst); +13 vs. Fortitude		
Hit: 2d6 + 5 necrotic damage.		
Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy within the zone cannot regain hit points.		
MINOR ACTIONS		
⚡ Enervating Blast (implement) ◆ Encounter		
Attack: Close blast 5 (enemies in blast); +13 vs. Will		
Hit: The target is weakened until the end of the nagpa's next turn.		
Skills Arcana +13, Bluff +12, Diplomacy +12, History +13		
Str 12 (+5)	Dex 14 (+6)	Wis 19 (+8)
Con 17 (+7)	Int 19 (+8)	Cha 16 (+7)
Alignment evil		Languages Common, Primordial
Equipment staff		

NAGPA CORRUPTORS IN COMBAT

Nagpa corruptors prefer to let hired thugs do the fighting for them, and they are careful to keep one or two such servants nearby. A corruptor uses *withering blast* and *devouring fire* from the edge of the fray. If it is surrounded, it uses *enervating blast* before retreating to a safer location.

If a fight breaks out in a corruptor's lair, it devotes its resources to protecting its beloved wealth. An item in a nagpa's collection can be destroyed by any ranged or melee attack that targets the item. The first

time an item in its collection is destroyed, a nagpa is dazed until the end of its next turn.

Once its allies are slain, a corruptor flees or begs for its life unless it has a good chance of defeating its foes. A corruptor freely bargains with information and lore, but it fights to the death before it parts with its treasure.

NAGPA CARRION LORD

The mouthwatering scent of a finely cooked meal coming from a remote desert camp was entirely out of place, but welcome. When the travelers entered the carrion lord's camp, hoping for a delicious meal, they had no idea of the grave danger the meal brought with it. This legendary nagpa lived for the pleasures of the flesh, fine food, and strong drink. Yet the creature's ancient curse meant that it could never fully enjoy those sensual delights, and the frustration filled it with madness and rage.



NAGPA

Nagpa Carrion Lord		Level 14 Artillery
Medium elemental humanoid		XP 1,000
HP 111; Bloodied 55	Initiative +9	
AC 28, Fortitude 23, Reflex 25, Will 26	Perception +11	
Speed 6	Low-light vision	
STANDARD ACTIONS		
⚔ Rotting Staff (necrotic, weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +17 vs. Fortitude		
Hit: 2d6 + 8 necrotic damage.		
⚡ Bolt of Putrescence (implement, necrotic) ♦ At-Will		
Attack: Ranged 20 (one creature); +19 vs. Reflex		
Hit: 2d10 + 10 necrotic damage.		
☔ Rain of Ruin (acid, implement) ♦ Recharge ☒ ☒		
Attack: Ranged 10 (two or three creatures); +19 vs. Reflex		
Hit: 2d10 + 5 acid damage.		
☠ Consuming Shadows (implement, necrotic, zone) ♦ Encounter		
Attack: Area burst 1 within 10 (enemies in burst); +19 vs. Fortitude		
Hit: 4d6 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends).		
Effect: The burst creates a zone that lasts until the end of the carrion lord's next turn. The zone blocks line of sight for the carrion lord's enemies.		
Sustain Minor: The zone persists.		
MINOR ACTIONS		
☠ Ghostly Escape ♦ Encounter		
Effect: The carrion lord is insubstantial and phasing until the end of its next turn.		
Skills Arcana +17, Bluff +17, Diplomacy +17, History +17		
Str 12 (+8)	Dex 14 (+9)	Wis 19 (+11)
Con 21 (+12)	Int 21 (+12)	Cha 20 (+12)
Alignment evil	Languages Common, Primordial	
Equipment staff		

NAGPA CARRION LORDS IN COMBAT

Bloated and fattened on its fine but foul-tasting meals, a nagpa carrion lord holds court in its dining hall, where it is usually encountered. A carrion lord is likely to start combat from the comfort of its chair, letting its servants and *ghostly escape* protect it from foes attempting to get close. A carrion lord fights with calm deliberation. Attacking the same foes relentlessly with *rain of ruin* and *bolt of putrescence*, it savors their pain and torment like a full-course meal.

If overwhelmed, a carrion lord escapes to a defensible location, where more guards or traps await characters who pursue it.

DEEP IN THE ASTRAL SEA, hidden from the well-traveled routes of voyaging merchants and githyanki pirates, the Constellation of Eyes is an astral dominion unlike any other. This strange realm is a sphere of reflective crystal orbited by countless massive, curved mirrors. Images from across the planes flash across these mirrors—images observed and recorded by the nerras. Within the Constellation's ancient halls, these creatures use their lore to perform mysterious raids across the planes and into the mortal realm.

LORE

History DC 27: The nerras are an enigmatic race that appeared shortly after the Dawn War. They were created from a group of powerful invokers known as the Sect of Seventy, whose members believed that the gods were too detached from worldly affairs to protect mortals from the threats that lingered in the war's aftermath. Even though they did not oppose the gods, they believed that only mortals could properly defend their world.

The Sect of Seventy built the Constellation of Eyes to watch over the mortal realm. With mighty rituals, they granted themselves the power to see across the cosmos. The Constellation of Eyes was intended to be the first of many such observatories. Ultimately, the sect's ambition proved to be its downfall.

Unknown to the leaders of the sect, a handful of priests of Asmodeus infiltrated their ranks, planning to use the powerful planar magic of the Constellation of Eyes to open a gate to the Nine Hells. The sect uncovered this plot only after the final ritual had begun. Divine magic flared as the two factions fought, creating a beacon so bright that the gods dispatched exarchs and angels to investigate.

By the time the divine servants arrived, it was too late. As the Sect of Seventy stood on the verge of defeat, its surviving members made a fateful decision. By corrupting the ritual used to create the Constellation of Eyes, they could channel its magic against Asmodeus's followers—and themselves. This process destroyed the priests and the invokers who fought them, transforming them into the first nerras. These strange beings reflect their surroundings even in shadow and darkness.

From their home in the Constellation of Eyes, the nerras keep watch over the world and the planes—uncaring observers recording events on fragile shards of mirrored glass. The nerras control an incalculable catalog of lore, but a nerra record can be read only when viewed at a specific angle.

Over long centuries, the nerras began to show a discontent with simply watching history. At first, a few nerras used their mirrors to travel across the

planes. Since the earliest of these missions, the nerras have seized important and powerful figures, carrying them back to the Constellation of Mirrors. The nerras' power is then used to create a physically exact but morally opposite copy of the victim. Both the copy and the victim are then freed into the world to do as they wish.

Though such kidnappings remain relatively rare, more than a few ancient kingdoms are known to have undergone historic upheavals as their newly minted twin leaders struggled for power. As the duplicates they craft scheme and do battle against one another, the nerras dispatch warriors and spellcasters to join the fight on both sides.

The nerras strike at good and evil in equal measure, but their overall goals remain unknown. Some theorize that since this race was spawned from both good and evil invokers, an internal struggle rages among these creatures. A few scholars have speculated that the nerras want to answer the age old question—whether good or evil is stronger. To this effect, they create the duplicates to measure the outcome. Other scholars suggest that the nerras support both good and evil to manipulate history and preserve tension. Whatever the nerras' origins, however, their involvement in mortal affairs usually results in chaos.

The nerras undertake expeditions across the planes, seeding spies and warriors into areas that appear to be of possible significance. These scouts record their explorations, but they also strike at random against various factions and powerful creatures. These attacks sometimes end wars and sometimes start them. The nerras seem unconcerned with which side wins.

ENCOUNTERS

Nerras fight alongside most other creatures, though they abhor demons, devils, and the beings spawned by the Far Realm. They are close to the weavers, with which they share a mastery of planar magic. However, few of their allies know their motives, for nerras keep that information to themselves.

VAROOT NERRA

Lurking at the edge of the fray, a varoot nerra takes a role in combat that belies its importance to its people. The varoots are elite scouts and vanguards. They venture forth from the Constellation of Eyes to lay the groundwork for the nerras' campaigns in the world. A varoot is said to be a spy beyond compare, able to capture the form of any humanoid creature and create an all but impenetrable disguise.

Varoot Nerra **Level 16 Lurker**
Medium immortal humanoid (shapechanger) XP 1,400

HP 116; Bloodied 58 Initiative +17
AC 30, Fortitude 27, Reflex 30, Will 28 Perception +14
Speed 6

STANDARD ACTIONS

⚔ **Shard Blade (weapon)** ⚔ At-Will

Attack: Melee 1 (one creature); +21 vs. AC
Hit: 2d8 + 15 damage.

🔄 **Reflection Theft (polymorph)** ⚔ At-Will

Effect: The varoot becomes a perfect duplicate of one enemy within 10 squares of it. The effect lasts until the end of the encounter or until the varoot attacks. While the varoot is in this form and adjacent to the duplicated enemy, whenever a creature other than the duplicated enemy makes a melee or a ranged attack against the varoot, roll a d20. On a result of 10 or higher, the attack targets the enemy instead of the varoot. In addition, the varoot gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against the enemy it duplicated.

MOVE ACTIONS

🔄 **Mirror Step (teleportation)** ⚔ At-Will

Effect: The varoot teleports 5 squares to a square adjacent to a mirror or another nerra.

MINOR ACTIONS

🔄 **Mirrored Grasp (teleportation)** ⚔ At-Will

Effect: One Tiny or smaller unattended object of up to 20 pounds that the varoot can see and is within 10 squares of it is teleported to the varoot's hand.

Skills Bluff +20, Diplomacy +20, Insight +14, Thievery +18

Str 20 (+13) Dex 21 (+13) Wis 13 (+9)

Con 14 (+10) Int 13 (+9) Cha 24 (+15)

Alignment unaligned Languages Supernal

Equipment longsword

VAROOT NERRAS IN COMBAT

A varoot approaches a chosen target and adopts its guise, creating a mystical link between the two. As long as the nerra and its foe remain near each other, outside observers see their images appear to shift and swap places, playing havoc with melee and ranged attacks.

MEERAK NERRA

Meeraks make up the brunt of a nerra force. Their bodies are composed of jagged shards that hinder and slash foes they engage. Packs of meeraks cluster at the vanguard of each assault, crippling the first lines of defenders as their more powerful kin crash in behind them.

Meerak Nerra **Level 18 Minion Soldier**
Medium immortal humanoid XP 500

HP 1; a missed attack never damages a minion. Initiative +16
AC 34, Fortitude 30, Reflex 29, Will 29 Perception +14
Speed 6

STANDARD ACTIONS

⚔ **Mirror Slash** ⚔ At-Will

Attack: Melee 1 (one creature); +23 vs. AC
Hit: 13 damage, and the target is marked until the end of the meerak's next turn.

MOVE ACTIONS

🔄 **Mirror Step (teleportation)** ⚔ At-Will

Effect: The meerak teleports 5 squares to a square adjacent to a mirror or another nerra.

TRIGGERED ACTIONS

Mirror Defense

Trigger: An enemy hits the meerak with a melee attack.
Effect (Immediate Interrupt): The meerak deals 10 damage to a different enemy within 10 squares that it can see.

Str 23 (+15) Dex 21 (+14) Wis 20 (+14)

Con 15 (+11) Int 8 (+8) Cha 8 (+8)

Alignment unaligned Languages Supernal

MEERAK NERRAS IN COMBAT

A meerak throws itself into battle with suicidal bravery, trusting in the destructive potential of its fractured body to leave a foe reeling. Against powerful combatants, meeraks form an impenetrable cordon, forcing an enemy to tear itself to shreds as it claws its way through them.



KALAREEM NERRA

The attackers knew that “kalareem” was a title given to respected nerra knights, but that knowledge did not hint at the deadliness of these creatures in battle. Their blades were forged of sharpened glass, and their bodies seemed to flow like molten metal as they struck. The kalareems proved almost impossible to attack. Their rippling forms turned back blows and then hardened to unleash clouds of steel shards that cut even the strongest warriors to bloody shreds.

Kalareem Nerra		Level 19 Soldier
Medium immortal humanoid		XP 2,400
HP 175; Bloodied 87	Initiative +17	
AC 34, Fortitude 32, Reflex 31, Will 30	Perception +14	
Speed 6		
STANDARD ACTIONS		
⚔ Shard Blade (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 3d8 + 14 damage, and the target is marked until the end of the kalareem's next turn.		
⚡ Shard Blast ♦ At-Will		
Attack: Close blast 3 (enemies in blast); +24 vs. AC		
Hit: 3d6 + 8 damage, and the target is marked until the end of the kalareem's next turn.		
MOVE ACTIONS		
🪞 Mirror Step (teleportation) ♦ At-Will		
Effect: The kalareem teleports 5 squares to a square adjacent to a mirror or another nerra.		
TRIGGERED ACTIONS		
🪞 Mirror Image ♦ At-Will		
Trigger: An enemy marked by the kalareem and adjacent to it makes a melee or a ranged attack that does not include the kalareem as a target.		
Effect (Immediate Interrupt): The triggering enemy targets the kalareem instead.		
🪞 Mirror Defense ♦ Recharge if the power misses		
Trigger: An enemy hits the kalareem with a melee attack.		
Attack (Immediate Interrupt): Melee 1 (triggering enemy); +25 vs. Will		
Hit: The target takes the same damage dealt by its attack.		
Skills Insight +19		
Str 24 (+16)	Dex 22 (+15)	Wis 20 (+14)
Con 15 (+11)	Int 16 (+12)	Cha 10 (+9)
Alignment unaligned		Languages Supernal

KALAREEM NERRAS IN COMBAT

A kalareem acts as a bodyguard for other nerras, and it gladly gives its life to protect those it defends. It uses *mirror image* to misdirect attacks intended for its allies as it lays into foes with *shard blade*. A kalareem reserves *mirror defense* until hit by a powerful attack. Then, the nerra's entire body shimmers with the reflection of the enemy as the attack's power is turned against the creature.

SILLIT NERRA

The sillits are the most mysterious of the nerra forces. These powerful spellcasters plan their intrigues across the planes, serving as field agents and deadly scouts. In the thick of battle, sillits show their true strength when the best enemy warriors suddenly vanish—stolen away within the reflections that ripple across the nerras' deadly forms.

Sillit Nerra	Level 19 Controller
Medium immortal humanoid	XP 2,400
HP 181; Bloodied 90	Initiative +10
AC 31, Fortitude 30, Reflex 31, Will 32	Perception +11
Speed 6	
STANDARD ACTIONS	
⚔ Mirror Portal (teleportation) ♦ At-Will	
Attack: Melee 1 (one creature); +22 vs. Will	
Hit: 3d8 + 9 damage, and the sillit teleports the target to a space adjacent to one of the sillit's allies within 10 squares of the sillit.	
🌀 Warped Image (teleportation) ♦ At-Will	
Attack: Ranged 5 (one creature); +22 vs. Fortitude	
Hit: 2d10 + 16 damage, and the sillit teleports the target 3 squares.	
🪞 Captured Image ♦ Recharge ☞ ☞	
Attack: Ranged 10 (one creature); +22 vs. Will	
Hit: The target is removed from play (save ends). Until the effect ends, whenever the sillit takes damage from an enemy, the target takes 20 damage. When the effect ends, the target appears in an unoccupied square of the sillit's choice within 5 squares of the sillit. If the sillit drops to 0 hit points, the effect ends.	
MOVE ACTIONS	
🪞 Mirror Step (teleportation) ♦ At-Will	
Effect: The sillit teleports 5 squares to a square adjacent to a mirror or another nerra.	
MINOR ACTIONS	
🪞 Mirrored Grasp (teleportation) ♦ At-Will	
Effect: One Tiny or smaller unattended object of up to 20 pounds that the sillit can see and is within 10 squares of it is teleported to the sillit's hand.	
Skills Arcana +20, Bluff +18, Diplomacy +18, Insight +16	
Str 12 (+10)	Dex 13 (+10) Wis 14 (+11)
Con 21 (+14)	Int 22 (+15) Cha 19 (+13)
Alignment unaligned Languages Supernal	

SILLIT NERRAS IN COMBAT

A sillit's powers draw on the reflected images that course across its body. By warping and shifting those reflections, it manipulates the creatures and objects they depict, hurling foes across the battlefield and snatching objects into its own hands. *Captured image* is a sillit's most dangerous power, for it can trap a creature within the walls of a mirrored prison.

DELPHAR NERRA

Nerra forces attack on the orders of the delphars. A delphar spends long years leading strike teams across the planes, hardening its resolve and honing its tactics. The soldiers under its command shatter defensive lines like a living wave, and the delphar's shimmering blade cuts a bloody swath as it leads the way.

Delphar Nerra		Level 20 Soldier (Leader)
Large immortal humanoid		XP 2,800
HP 187; Bloodied 93		Initiative +16
AC 35, Fortitude 32, Reflex 30, Will 32		Perception +20
Speed 8		
TRAITS		
☼ Mirrored Rampart ◆ Aura 5		
Nerras within the aura can teleport 10 squares with <i>mirror step</i> instead of 5.		
STANDARD ACTIONS		
⚔ Shard Blade (weapon) ◆ At-Will		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 4d8 + 10 damage, and the target is marked until the end of the delphar's next turn.		
⚡ Razor Blast ◆ At-Will		
Attack: Ranged 10 (one creature); +23 vs. Reflex		
Hit: 4d6 + 7 damage, and the target is marked until the end of the delphar's next turn.		
MOVE ACTIONS		
☾ Mirror Step (teleportation) ◆ At-Will		
Effect: The delphar teleports 5 squares to a space adjacent to a mirror or another nerra.		
TRIGGERED ACTIONS		
⬅ Mirrored Grasp (teleportation) ◆ At-Will		
Trigger: An enemy marked by the delphar makes an attack that does not include the delphar as a target.		
Attack (Immediate Reaction): Close burst 10 (triggering enemy in burst); +25 vs. Will		
Hit: The delphar teleports the target adjacent to it.		
Skills History +21, Insight +20		
Str 26 (+18)	Dex 18 (+14)	Wis 21 (+15)
Con 19 (+14)	Int 23 (+16)	Cha 15 (+12)
Alignment unaligned		Languages Supernal
Equipment longsword		

DELPHAR NERRAS IN COMBAT

A delphar fights at the center of combat, its allies staying close to increase the potency of their *mirror step*. It marks powerful melee combatants with *shard blade*, hindering their attacks against its less powerful allies. When a marked enemy ignores a delphar, it uses that foe's reflection to bring the creature over to it.

TELTARYM NERRA

The teltaryms were the nerras' laborers. Though humanoid in form, these simple brutes fight more like crazed animals. Their massive fists can pound enemies to a bloody pulp. However, their most potent power is their ability to reflect the pain of their enemies' attacks.



NERRA

Teltarym Nerra		Level 21 Brute
Large immortal humanoid		XP 3,200
HP 237; Bloodied 118		Initiative +15
AC 33, Fortitude 33, Reflex 30, Will 31		Perception +16
Speed 8		
STANDARD ACTIONS		
⚔ Hammer Fist ◆ At-Will		
Attack: Melee 2 (one creature); +26 vs. AC		
Hit: 2d10 + 10 damage, and the teltarym pushes the target 1 square.		
⚡ Hammer Flurry ◆ At-Will		
Effect: The teltarym uses <i>hammer fist</i> twice.		
MOVE ACTIONS		
☾ Mirror Step (teleportation) ◆ At-Will		
Effect: The teltarym teleports 5 squares to a space adjacent to a mirror or another nerra.		
TRIGGERED ACTIONS		
⚡ Reflected Pain ◆ Recharge when first bloodied		
Trigger: An enemy hits the teltarym with a melee attack.		
Effect (Immediate Reaction): The triggering enemy takes damage equal to half the damage of the attack.		
Str 26 (+18)	Dex 21 (+15)	Wis 23 (+16)
Con 17 (+13)	Int 8 (+9)	Cha 10 (+10)
Alignment unaligned		Languages Supernal

TELTARYM NERRAS IN COMBAT

A teltarym is a stoic warrior, its mouthless face registering no sign of injury or pain. It uses *hammer flurry* against powerful-looking melee combatants, trusting in *reflected pain* to deter enemies from attacking it. Each time that power triggers, an enemy's reflected image appears to lash out at the attacker.

NORKER

THE SURGING MAGIC AND UNEARTHLY POWER of the Elemental Chaos can transmute the very essence of living creatures that dwell there. Bizarre mutations arise when such creatures are exposed to planar energy over the course of generations. The power of the elements suffuses their bodies, becoming an intrinsic part of their being.

The norkers arose from goblins that ventured from the world into the planes. Too weak to survive for long in the open Elemental Chaos, they sought shelter in the deep caverns of mountains and islands of elemental earth. In time, they gained the strength and resilience of that earth.

LORE

History DC 23: Although the norkers of the Elemental Chaos share the small stature of their goblin forebears, the strength of earth gives them the ability to survive even in that cruel plane. Norkers have also crossed back to live in the mortal realm. These worldly norkers retain the abilities of their kin, dwelling in and exploring the Underdark.

Norkers in the world are found near sites of elemental power, including volcanoes and planar rifts. Likewise, they are drawn to temples and shrines of Elemental Evil. Their limited intellect makes norkers perfect laborers and frontline troops.

The connection between norkers and the Cult of Elemental Evil is thought by some sages to be more than coincidence. Scholars speculate that the goblins that became the first norkers might have dwelled in earthen domains that were founts of power for Ogrémoch or his master, the Elder Elemental Eye. Norkers in the service of the Cult of Elemental Evil spend much of their time seeking out forgotten temples and hidden shrines to the Elder Elemental Eye.

ENCOUNTERS

Norkers make devoted servants and slaves. A norker pack is typically encountered under the command of a priest of Elemental Evil, a demon, or some other powerful elemental leader. The acolytes of the Elder Elemental Eye use norkers to defend their temples, to serve as bodyguards, and as expendable physical labor. These dimwitted brutes make excellent servants of the cult, because they are typically too dense to understand or inadvertently pass along secrets.

NORKER STONE SHIELD

An unruly mob, armed only with simple clubs and shields, approached the norkers, intent on putting them down for their service to the Elder Elemental Eye. The more heavily armed and armored humans shuffled toward the creatures, decrying them as mere goblin rabble. A handful of veterans remained silent, though. They had faced these creatures before, and they knew that the norkers were more of a threat than they appeared to be.

Norker Stone Shield		Level 12 Soldier
Small elemental humanoid		XP 700
HP 124; Bloodied 62	Initiative +12	
AC 28, Fortitude 25, Reflex 23, Will 23	Perception +8	
Speed 6	Low-light vision	
STANDARD ACTIONS		
⚔ Club (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d6 + 8 damage, and the target is marked until the end of the stone shield's next turn.		
⚔ Javelin (weapon) ♦ At-Will		
Attack: Ranged 10/20 (one creature); +17 vs. AC		
Hit: 2d6 + 4 damage, and the target is marked until the end of the stone shield's next turn.		
TRIGGERED ACTIONS		
⚔ Elemental Rebuke ♦ At-Will		
Trigger: An enemy hits the stone shield with a melee attack.		
Attack (Immediate Reaction): Melee 1 (triggering enemy); +19 vs. AC		
Hit: 1d8 + 4 damage.		
⚔ Shield Slam ♦ At-Will		
Trigger: An enemy marked by the stone shield and adjacent to it shifts.		
Attack (Opportunity Action): Melee 1 (triggering enemy); +15 vs. Fortitude		
Hit: 2d6 + 4 damage, and the target falls prone.		
Str 19 (+10)	Dex 19 (+10)	Wis 15 (+8)
Con 20 (+11)	Int 8 (+5)	Cha 17 (+9)
Alignment chaotic evil Languages Common		
Equipment light shield, club, 3 javelins		

NORKER STONE SHIELDS IN COMBAT

Cults of the Elder Elemental Eye, worshipers of Ogrémoch, and others devoted to elemental earth recruit, equip, and train norker stone shields. These norkers serve as the first line of defense. They fight in tight formations, battering foes with *club* and *shield slam*.



NORKER GRUNT

Lowly grunts make up the vast majority of the norker forces. They attack in waves, and though their blows are weak, a foe mobbed by these creatures quickly finds itself overwhelmed.

Norker Grunt		Level 15 Minion Brute	
Small elemental humanoid		XP 300	
HP 1; a missed attack never damages a minion.		Initiative +11	
AC 28, Fortitude 28, Reflex 25, Will 27		Perception +11	
Speed 6		Low-light vision	
TRAITS			
Harassing Brute			
An enemy adjacent to the grunt takes extra damage from the grunt's allies' attacks equal to twice the number of grunts adjacent to it.			
STANDARD ACTIONS			
⚔ Club (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +18 vs. AC			
Hit: 11 damage.			
Str 17 (+10)	Dex 19 (+11)	Wis 18 (+11)	
Con 23 (+13)	Int 6 (+5)	Cha 11 (+7)	
Alignment chaotic evil		Languages Common	
Equipment club			

NORKER GRUNTS IN COMBAT

Grunts lack the initiative and insight to employ any tactics other than charging into the thick of battle. However, they follow the commands laid down by their leaders, clearing the way for more powerful allies. An opponent surrounded by grunts can quickly fall under the increasingly powerful attacks of the grunts and their allies.

NORKER STONE WALKER

The power of elemental earth flows through all norkers, yet their warriors are typically too dull to learn to use such power. The stone walkers are a deadly exception. Trained by powerful disciples of elemental power, a stone walker has the ability to move through earth as though it wasn't there.

Norker Stone Walker		Level 15 Skirmisher	
Small elemental humanoid		XP 1,200	
HP 150; Bloodied 75		Initiative +14	
AC 29, Fortitude 27, Reflex 25, Will 26		Perception +11	
Speed 6		Low-light vision	
TRAITS			
Combat Advantage			
The stone walker's attacks deal 5 extra damage against any creature granting combat advantage to it.			
Nimble Reaction			
The stone walker gains a +4 bonus to AC against opportunity attacks.			
STANDARD ACTIONS			
⚔ Handaxe (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +20 vs. AC			
Hit: 3d6 + 13 damage.			
⚔ Handaxe (weapon) ♦ At-Will			
Attack: Ranged 5/10 (one creature); +20 vs. AC			
Hit: 3d6 + 8 damage.			
MOVE ACTIONS			
⚔ Earth Glide ♦ At-Will			
Effect: The stone walker moves its speed and can pass through earth and rock as if it were phasing.			
TRIGGERED ACTIONS			
⚔ Elemental Rebuke ♦ At-Will			
Trigger: An enemy hits the stone walker with a melee attack.			
Attack (Immediate Reaction): Melee 1 (triggering enemy); +20 vs. AC			
Hit: 1d8 + 2 damage.			
Str 17 (+10)	Dex 20 (+12)	Wis 19 (+11)	
Con 22 (+13)	Int 8 (+6)	Cha 11 (+7)	
Alignment chaotic evil		Languages Common	
Equipment 3 handaxes			

NORKER STONE WALKERS IN COMBAT

Norker stone walkers typically enter combat under the command of a more powerful ally. On command, a norker uses *earth glide* to phase into melee, making *handaxe* attacks and counting on *elemental rebuke* to inhibit counterattacks against it.

NYMPH

AMONG THE GREAT PRIMAL SPIRITS of the world, four sisters came into being in the world's youth, more beautiful and more wild than any other spirit of nature. The sisters were the seasons—Summer, Autumn, Winter, and Spring—and they played a riotous game, chasing one another through the world even as the chaos of the Dawn War raged through the cosmos. In their play, they encountered brothers of the wind, who were shrouded in shimmering rain and fog and rich ocean scents. The children of the four seasons and these four wind brothers were the nymphs, fey beings who embody both their mothers'



Spring nymph and autumn nymph

ties to the seasons and their fathers' fickle and tempestuous nature.

When the Dawn War came to a close, the spirits of the seasons faced a new task: maintaining the orderly progression of nature's cycles in a new world liberated from divine meddling and primordial destruction. The nymphs withdrew at first into the Feywild, where they could live free and wild in harmony with nature, but such wild spirits were not content to live quietly forever. Their attention was drawn to the mortal creatures of the world, and they were amused. They laughed at how easily trifling words could sway mortal hearts to action, how mortals became distressed by a change of winds and favor, how profoundly they were affected by the nymphs' wild beauty, how fervently they swore oaths of loyalty and devotion to win the nymphs' favor. The nymphs played with mortals, especially mortal men, toying with their minds and hearts, and they were pleased by such diverting toys.

If the toys sometimes broke, what of it? The nymphs learned that breaking their toys could be fun—either turning mortals into brokenhearted husks of their former selves or simply shattering their feeble bodies when their capacity to amuse their mistresses ended. The nymphs were unconcerned: Life is abundant, a game in constant renewal. Only the fun of the game mattered to the nymphs, nothing else. Nothing at all.

LORE

Nature DC 23: Of the fey, the nymphs are the wildest and most capricious. Their beauty—the splendor of raw, unbridled nature—is so sublime that even demigods and divine exarchs have sought the nymphs as brides.

Winter nymphs cling to the pragmatic view that the strongest survive. Spring nymphs see new life always budding forth to replace the old. Summer nymphs live in contemplative wonder of the mysteries of eternity. Autumn nymphs are prone to melancholy, for they see life in perpetual decline.

In sadness, some autumn nymphs cast off their forms and games and give themselves up to their wild nature. Wood nymphs are the first stage in the transformation of these despairing fey, but some go on to become dryads. These former nymphs retain an illusion of their previous selves, a veil of wind and rain they use to beguile mortals who are intent on harming the natural world. Fierce and violent in their sadness, these fallen nymphs protect the woodlands and other wild places, all but forgotten by their playful sisters.

ENCOUNTERS

Lusty satyrs and stately treants inhabit spring nymphs' meadows, and gnomes and elves enjoy the playful nymphs' sports. Winter nymphs hunt astride

the backs of wolves, howling and sounding horns beneath the full moon. Although male humanoids seek nymphs as companions or wives, these unions normally end in heartbreak or anger when a mercurial nymph pledges her troth to another, swept away by a fancy.

SPRING NYMPH

She stands near the river in the meadow, a collar of colored petals encircling her smiling, perfect face. Her gown is adorned with roses and daisies, crocuses and daffodils, and apple and cherry blossoms. The warm spring breeze wafts thick with the fragrance of her attire.

In the sunshine, she beckons with a single finger. As an observer approaches, she laughs, turns, and skips away. Intrigued, the mortal follows.

Spring Nymph		Level 5 Controller
Medium fey humanoid		XP 200
HP 63; Bloodied 31	Initiative +6	
AC 19, Fortitude 16, Reflex 17, Will 18	Perception +3	
Speed 6 (forest walk)	Low-light vision	
TRAITS		
Charmed Defense		
The spring nymph gains a +3 bonus to all defenses while it is adjacent to a creature dominated by it.		
STANDARD ACTIONS		
Ⓣ Passion's Kiss (charm, psychic) ♦ At-Will		
Attack: Melee 1 (one creature); +8 vs. Will		
Hit: 1d6 + 3 psychic damage, and the target is dazed (save ends).		
Ⓣ Song of the Spring (charm, psychic) ♦ At-Will		
Attack: Ranged 5 (one creature); +8 vs. Will		
Hit: 1d8 + 5 psychic damage, and the target is slowed (save ends).		
✧ Floral Perfume (charm) ♦ Recharge when no enemy is dominated by this power		
Attack: Ranged 10 (one slowed or dazed creature); +8 vs. Will		
Hit: The nymph pulls the target 3 squares, and the target is dominated (save ends).		
✧ Cloud of Blossoms (sleep) ♦ Encounter		
Attack: Area burst 2 within 10 (nondominated enemies in burst); +10 vs. Will		
Hit: The target is slowed (save ends).		
First Failed Saving Throw: The target falls unconscious (save ends).		
Skills Bluff +13, Diplomacy +13, Nature +8		
Str 16 (+5)	Dex 18 (+6)	Wis 13 (+3)
Con 15 (+4)	Int 15 (+4)	Cha 22 (+8)
Alignment unaligned		Languages Common, Elven

SPRING NYMPHS IN COMBAT

Myriad sensation is a spring nymph's one desire. When her tantalizing mind games grow tiresome, a spring nymph longs for pleasure derived from the physical games mortals play. A spring nymph revels in longing, love, and struggle. She delights in watching mortals fight one another in her defense or for a promised token of her regard. The death of one means nothing to her; spring always brings new life. However,

a spring nymph does make an effort to spare one of the combatants. She dominates the most comely or entertaining mortal. Outside combat, a spring nymph can make this dominance permanent through continual exposure to her mesmerizing scent.

AUTUMN NYMPH

In autumn, after the harvest, the wind turns cold, and old leaves press together. As they await their fall, they whisper stories about how they drank up storms in springtime, bathed in summer's eternal light, bore fruit, and shed seeds. Such is the narrative of every living thing, and collecting the intimate details of these stories is an autumn nymph's pleasure.

Autumn nymphs count the rings in the stumps of fallen trees and gather ancient stories from the wood. They trade in secrets, one for one, gleefully exchanging intricate facts of a mortal's life for the life-dreams of a great old tree that has witnessed the triumphs and follies of hundreds of mortal years.

Autumn Nymph		Level 8 Skirmisher
Medium fey humanoid		XP 350
HP 89; Bloodied 44	Initiative +11	
AC 22, Fortitude 21, Reflex 19, Will 20	Perception +7	
Speed 6, fly 6 (clumsy)	Low-light vision	
STANDARD ACTIONS		
Ⓣ Oaken Strength ♦ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d6 + 9 damage, and the nymph pushes the target 1 square.		
Ⓣ Dark Revelation (charm, psychic) ♦ Recharge [i]		
Attack: Melee 1 (one creature); +11 vs. Will		
Hit: 1d8 + 4 psychic damage, and the target is stunned (save ends).		
✧ Whisper Game (psychic) ♦ Recharge if the power misses		
Attack: Ranged 10 (one creature); +11 vs. Will		
Hit: 1d8 + 4 psychic damage, and ongoing 5 psychic damage (save ends). Until the end of the encounter or until the nymph drops to 0 hit points, whenever any creature saves against this ongoing damage, the nearest ally within 10 squares of it gains the ongoing damage. When the nymph drops to 0 hit points, the effect ends and the creature currently affected by the ongoing damage takes 15 psychic damage.		
MOVE ACTIONS		
Ⓣ Autumn Wind ♦ At-Will (1/round)		
Effect: The nymph either shifts 1 square or moves its speed and then uses <i>oaken strength</i> .		
TRIGGERED ACTIONS		
Secret of Autumn Leaves ♦ At-Will		
Trigger: An enemy misses the nymph with a melee attack.		
Effect (Immediate Reaction): The nymph shifts 3 squares.		
Skills Acrobatics +14, Bluff +14, Nature +12		
Str 16 (+7)	Dex 20 (+9)	Wis 17 (+7)
Con 17 (+7)	Int 22 (+10)	Cha 21 (+9)
Alignment unaligned		Languages Common, Elven

AUTUMN NYMPHS IN COMBAT

She whispered to the male the secret he sought, but he refused to offer one of his own in trade. So the nymph told him other tales, gossips true and gossips

false, nourishing the seeds of doubt and fear buried in the heart of every mortal. Though the full force of this *dark revelation* has passed, he still hears her whisper on every gust of wind and in the rustling of the leaves, warning him of events that might or might not come to pass, of false friends, and of untrue loves. She reminds him that happiness and beauty are fleeting. He regrets ever speaking to the nymph, for her vengeance is as persistent as the wind. He longs once more for the comfortable security of ignorance.

WOOD NYMPH

Deep in the wilderness, a traveler spies a tree in the vague shape of a human female. Its branches stretch heavenward, entreating the sky. Sometimes, only an imprecise pattern on the bole or the grain is reminiscent of a female's face. She looks trapped inside the wood, her eyes dull and haunted. Scholars say the spirit

Wood Nymph		Level 10 Soldier	
Medium fey humanoid		XP 500	
HP 104; Bloodied 52	Initiative +10		
AC 26, Fortitude 21, Reflex 21, Will 24	Perception +13		
Speed 6 (forest walk)	Low-light vision		
TRAITS			
Regeneration (healing)			
Whenever the wood nymph has at least 1 hit point and starts its turn adjacent to or within its tree, it regains 5 hit points.			
Trebound			
Each wood nymph is bound to a tree that occupies 1 square. The wood nymph can enter this square and has superior cover while there. In addition, the wood nymph treats the tree as an ally for the purpose of flanking.			
STANDARD ACTIONS			
⊕ Wooden Hands ◆ At-Will			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 3d8 + 5 damage, and the target is slowed until the end of the nymph's next turn.			
† Trapped in the Wood (teleportation) ◆ Recharge when no enemy is within the nymph's tree			
Attack: Melee 1 (one creature); +13 vs. Reflex			
Hit: The nymph teleports the target 6 squares to the square containing the nymph's tree, and the target is removed from play (save ends). When the effect ends, the target appears in an unoccupied square of its choice adjacent to the tree.			
Effect: The nymph teleports 8 squares to a square adjacent to its tree.			
⤴ Lonely Keening (charm, psychic) ◆ Encounter			
Attack: Ranged 20 (one creature); +15 vs. Will			
Hit: 2d8 + 9 psychic damage.			
Effect: Until the end of the encounter or until the nymph drops to 0 hit points, the target is marked and takes 5 damage at the end of any turn in which it is not either adjacent to the nymph or closer to the nymph than when it began its turn.			
MINOR ACTIONS			
🏠 Tree Home (teleportation) ◆ At-Will			
Requirement: The nymph must be within 6 squares of its tree.			
Effect: The nymph teleports to a square adjacent to its tree.			
Skills Diplomacy +15, Insight +13, Nature +13			
Str 18 (+9)	Dex 17 (+8)	Wis 16 (+8)	
Con 16 (+8)	Int 18 (+9)	Cha 21 (+10)	
Alignment unaligned		Languages Common, Elven	

of a cursed maiden dwells inside the trunk of such a tree, doomed to live out her existence in isolation. Adventurers, however, speak of lost autumn nymphs who have grown tired of their games or lost their hearts in futile love for mortals who escaped their clutches. These autumn nymphs became wood nymphs, caught midway in a transformation from nymph to tree.

WOOD NYMPHS IN COMBAT

Woodcutters talk in fearful tones about the time they angered a wood nymph. The workers' faces drain of color, and their eyes grow large. They say the forest's trees came to life, beating at them with massive limbs while gouging eyes and skin. They tell how the nymph embraced one of them, and both then disappeared into a tree, never to reappear.

On winter nights, the woodcutters raise a toast to their comrade's empty seat and tell each other that perhaps somewhere he survives, trapped in the wood with the lonely nymph.

WINTER NYMPH

In the remote hills and mountains where winter nymphs reside, they play a predatory game. Winter nymphs run wild in the wind, whooping and shouting, as they bring down the strongest quarry. The weak are of little concern to them; the nymphs have time to wait for calves to mature into worthy prizes. The heads of their kills decorate the frost-lined valleys that the nymphs call home.

Winter Nymph		Level 15 Artillery	
Medium fey humanoid		XP 1,200	
HP 116; Bloodied 58	Initiative +15		
AC 27, Fortitude 27, Reflex 28, Will 26	Perception +19		
Speed 7 (forest walk), fly 10	Low-light vision		
STANDARD ACTIONS			
⊕ Hunter's Knife (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +20 vs. AC			
Hit: 2d6 + 8 damage, and the nymph shifts 1 square.			
⊕ Winter Wind (cold, weapon) ◆ At-Will			
Attack: Ranged 20/40 (one or two creatures); +22 vs. AC			
Hit: 2d6 + 5 cold damage, and the target is slowed (save ends).			
⚡ Nettling Wind ◆ Recharge ☹ ☹ ☹			
Attack: Close blast 5 (one, two, or three creatures in blast); +20 vs. AC			
Hit: 2d6 + 7 damage, and the target is immobilized (save ends).			
⚡ Hail of Arrows (weapon) ◆ Encounter			
Attack: Area burst 3 within 20 (enemies in burst); +22 vs. AC			
Hit: 2d8 + 5 damage, and ongoing 5 damage (save ends).			
Skills Athletics +18, Endurance +17, Nature +19, Stealth +20			
Str 23 (+13)	Dex 26 (+15)	Wis 25 (+14)	
Con 20 (+12)	Int 20 (+12)	Cha 19 (+11)	
Alignment unaligned		Languages Common, Elven, Giant	
Equipment dagger, longbow, 40 arrows			

WINTER NYMPHS IN COMBAT

Winter nymphs run at the head of the Wild Hunt. They are dressed in buckskin, and the wind carries them. Their hair, composed of green and brown nettles, spreads out behind them as the wind speeds them toward their prey. Not just any quarry satisfies a winter nymph. Only the most cunning and worthy humanoid or beast entices these creatures. They are winter's sharp scythes, chopping down old life to make room for new.

SUMMER NYMPH

Oldest and wisest of the seasons' children, a summer nymph sees everything as it comes to pass. Her eyes are the color of the sun. She radiates warmth like that of summer days in childhood. She delights in an ancient game that spans all time and all worlds. From her home in the Feywild, she reaches into the world, the Shadowfell, the Astral Sea, and the Elemental Chaos. She plays with gods and dragons, and creatures from each world do her bidding. She is the child of the first living thing, and her memories are rooted deep in antiquity. The wind, her father, is at her disposal.



Winter nymph and summer nymph

Summer Nymph Level 25 Controller (Leader)
Medium fey humanoid XP 7,000

HP 233; Bloodied 116 Initiative +16
AC 39, Fortitude 36, Reflex 37, Will 38 Perception +25
Speed 6 (forest walk) Low-light vision

TRAITS

☀ Renewing Growth ◆ Aura 5

Squares within the aura are difficult terrain for enemies. Any enemy within the aura that does not move during its turn is slowed until the end of its next turn.

STANDARD ACTIONS

☯ Wisdom's Touch ◆ At-Will

Attack: Melee 1 (one creature); +28 vs. Will
Hit: 3d8 + 10 damage, and the target is dazed until the end of the nymph's next turn.

☯ Eyes of Summer (radiant) ◆ At-Will

Attack: Ranged 10 (one creature); +28 vs. Reflex
Hit: 3d6 + 3 radiant damage, and the target is blinded (save ends).

⚡ Call Storm Winds (lightning, thunder, zone) ◆ Recharge [3] [1]

Attack: Area burst 3 within 20 (enemies in burst); +28 vs. Fortitude
Hit: 4d8 + 10 thunder and lightning damage, and the nymph slides the target 3 squares.
Effect: The burst creates a zone that lasts until the end of the nymph's next turn.
Sustain Minor: The zone persists, and the nymph slides each enemy within the zone 3 squares.

MOVE ACTIONS

☯ Omniscient Strategy ◆ At-Will

Effect: The nymph shifts 1 square, and one ally within 5 squares of it moves its speed as a free action.

Skills Arcana +26, History +26, Insight +25, Nature +25

Str 16 (+15) Dex 19 (+16) Wis 26 (+20)

Con 25 (+19) Int 28 (+21) Cha 20 (+17)

Alignment unaligned Languages Common, Draconic, Elven

SUMMER NYMPHS IN COMBAT

When King Radain the Bull laid siege to the lumber cities of Kort, the attackers stood amazed when a host of bears, wolves, and walking trees joined them against their enemies.

Miles away, in another time, villagers near the peaceful harbor of Anolath were befuddled when lightning, wind, flooding, and a horde of savage animals obliterated the riverside port.

It is not for the game pieces to know the player's mind, and summer nymphs reveal neither their secrets nor their motivations. The elements, the beasts of the earth, and the land are theirs to command to any end they choose.

OBLIVION MOSS

THE MOSSY FORESTS of the fey wilderlands seem an idyllic place, possessed of plentiful wildlife and bordering on fertile farmland. However, even tribes of hardened orc raiders fear to enter the deep woods.

The hunters who brave the darkness within the trees and return to speak about it describe sensing hazy flashes of horror. They recount how twisted humanoid shapes rose from the mossy forest floor, while a disembodied presence gleefully stole their memories.

LORE

Nature DC 21: An oblivion moss is never content to devour the memories of a field mouse or a flying squirrel. This foul creature instead seeks out the minds of foes whose plans extend beyond the search for a next meal on the forest floor. Many elves, eladrin, and devas live in fear of the oblivion moss, which considers such long-lived creatures and their extensive memories a delicacy.

In most cases, a person who survives an oblivion moss attack suffers no permanent effect. An adventurer's specialized knowledge often returns even

before the fight is done, with mundane memories returning after a few hours' rest. However, random memories, from recently discovered information to the names and faces of a character's oldest acquaintances, can take weeks to return.

When an oblivion moss is destroyed, the memories of those it has slain linger within it. By eating a portion of the moss, an individual can temporarily gain the memories of the oblivion moss's recent victims. These memories are difficult to recall, often taking the form of vague visions and daydreams. A character who consumes oblivion moss that has absorbed the memories of a bandit scout will not immediately know the location of the bandits' lair. However, he or she might remember the secret door's triggering mechanism once it is found. Such memories usually last until the creature who consumes the moss takes an extended rest.

ENCOUNTERS

In areas heavy with oblivion moss, lost forest ruins tend to stay lost. Explorers who attempt to map hidden paths in the deepest mossy woods often stumble out days later with only hazy memories of their journey, and with little inclination to attempt the trek again. For their own protection, dryads and



Oblivion moss mindmaster and mosslings

treants cultivate memory moss near them. They hope that outsiders who stumble upon their domains will be unable to return.

OBLIVION MOSS MINDMASTER

The oblivion moss mindmaster is a foul plant that feeds on the memories of its foes. Though it moves slowly and seldom ventures far from its concealed lair in the deep forest, a mindmaster can shed chunks of its own body, creating mossy simulacra to torment other creatures. These simulacra rise up from the moss carpet like bodies from the grave, born of the memories that their master steals.

A mindmaster sinks its mental tendrils deep into the mind of its prey, seeking out the specialized

training and experience unique to its victims. By plundering these facets of a creature's mind, a mindmaster can create simulacra that can use the enemy's power.

MOSSLING GUARDIAN

The caravan guard should have made short work of the mossy interloper, but his best combat moves had fled his mind. As the mossling's lashing tendrils forced him across the forest floor, he took the brunt of an attack with a gnarled wooden greatsword. It was a twisted mockery of his own weapon.

Oblivion Moss Mindmaster Level 12 Elite Controller

Large fey magical beast (plant) XP 1,400
 HP 250; Bloodied 125 Initiative +6
 AC 26, Fortitude 24, Reflex 22, Will 25 Perception +12
 Speed 2 (forest walk), climb 2 Blindsight 20
 Saving Throws +2; Action Points 1

TRAITS
 ⚙️ **Mind Blindness** ♦️ **Aura 1**
 Any enemy that starts its turn within the aura treats the mindmaster as invisible until the start of the enemy's next turn.

STANDARD ACTIONS
 ⚡ **Corroding Touch** (acid) ♦️ **At-Will**
 Attack: Melee 1 (one creature); +17 vs. AC
 Hit: 1d8 + 5 acid damage, and ongoing 10 acid damage (save ends).

🌀 **Scramble the Mind** (psychic) ♦️ **At-Will**
 Attack: Ranged 10 (one creature); +15 vs. Will
 Hit: 3d6 + 7 psychic damage, and the mindmaster slides the target 5 squares.

🌀 **Scour the Mind** (psychic) ♦️ **At-Will**
 Attack: Ranged 10 (one creature); +15 vs. Will
 Hit: 3d6 + 7 psychic damage, and the mindmaster or one of its allies is invisible to the target until the end of the mindmaster's next turn.

🌀 **Absorb Memories** (psychic) ♦️ **Recharge** when no mossling duplicate remains
 Attack: Ranged 5 (one enemy); +15 vs. Will
 Hit: The target is dazed and cannot use its encounter or daily attack powers (save ends both).
 Effect: The mindmaster creates a mossling duplicate of the target within 5 squares of the mindmaster. Choose the mossling minion that best reflects the target's role and powers.

MINOR ACTIONS
 ➡️ **Direct Mossling** ♦️ **At-Will** (1/round)
 Effect: One mossling minion within 10 squares of the mindmaster can move its speed as a free action.

TRIGGERED ACTIONS
 ⚡ **Absorb Damage** ♦️ **At-Will**
 Trigger: A mossling within 20 squares of the mindmaster takes damage.
 Effect (Immediate Interrupt): The mindmaster takes the damage instead of the mossling.

Str 17 (+9) Dex 10 (+6) Wis 23 (+12)
 Con 21 (+11) Int 19 (+10) Cha 16 (+9)
 Alignment unaligned Languages Common, telepathy 10

Mossling Guardian Level 12 Minion Soldier

Medium fey humanoid (plant) XP 175
 HP 1; a missed attack never damages a minion. Initiative +11
 AC 28, Fortitude 25, Reflex 22, Will 23 Perception +10
 Speed 6 (forest walk) Blindsight 10

TRAITS
 ⚙️ **Forgotten Purpose** ♦️ **Aura 1**
 Any enemy that starts its turn within the aura is slowed until the end of its next turn.

Mindmaster's Thrall
 If the guardian was created by an oblivion moss mindmaster, it acts immediately after its creator's turn.

STANDARD ACTIONS
 ⚡ **Tendril Strike** ♦️ **At-Will**
 Attack: Melee 1 (one creature); +17 vs. AC
 Hit: 10 damage, and the guardian shifts 1 square and slides the target 1 square into the space it occupied.

⚡ **Simulacrum Attack** ♦️ **At-Will**
 Effect: When the guardian first acts during the encounter, choose one at-will melee attack power belonging to an enemy that the guardian can see. If the mossling was created by an oblivion moss mindmaster, choose one at-will melee attack power belonging to the enemy that the mindmaster hit to create the guardian.

Attack: Melee 1 (one creature); +17 vs. AC
 Hit: The target takes damage and is subject to effects as though it were hit by the chosen attack. The damage roll uses the ability score modifier of the creature from whom the power was chosen. The damage does not include any bonuses or penalties to the damage roll that the owner of the power might have. In addition, the guardian gains any benefits from the power's Hit entry, using the ability score modifiers of the creature from whom the power was chosen but not including any bonuses or penalties.

Str 18 (+10) Dex 16 (+9) Wis 18 (+10)
 Con 22 (+12) Int 3 (+2) Cha 15 (+8)
 Alignment unaligned Languages –

MOSSLING CREEPER

Bursting from the mass of oblivion moss, the simulacrum adopted a representation of the rogue, right down to his dangling earring and his dagger's distinctive guard. He struck with all his speed, but the mossling was gone—sidestepping his attack and returning it as if the creature was a deadly reflection.

Mossling Creeper **Level 12 Minion Skirmisher**
Small fey humanoid (plant) XP 175

HP 1; a missed attack never damages a minion. Initiative +14
AC 26, Fortitude 23, Reflex 25, Will 24 Perception +11
Speed 8 (forest walk) Blindsight 10

TRAITS**Combat Advantage**

The creeper deals 2 extra damage against any creature granting combat advantage to it.

Mindmaster's Thrall

If the creeper was created by an oblivion moss mindmaster, it acts immediately after its creator's turn.

STANDARD ACTIONS**⊕ Tendril Strike ⊕ At-Will**

Attack: Melee 1 (one creature); +17 vs. AC
Hit: 10 damage.
Effect: The creeper shifts 2 squares.

⊖ Simulacrum Attack ⊕ At-Will

Effect: When the creeper first acts during the encounter, choose one at-will melee attack power belonging to an enemy that the creeper can see. If the creeper was created by an oblivion moss mindmaster, choose one at-will melee attack power belonging to the enemy that the mindmaster hit to create the creeper.

Attack: Melee 1 (one creature); +17 vs. AC

Hit: The target takes damage and is subject to effects as though it were hit by the chosen attack. The damage roll uses the ability score modifier of the creature from whom the power was chosen. The damage does not include any bonuses or penalties to the damage roll that the owner of the power might have. In addition, the creeper gains any benefits from the power's Hit entry, using the ability score modifiers of the creature from whom the power was chosen but not including any bonuses or penalties.

TRIGGERED ACTIONS**Mossy Slide ⊕ At-Will**

Trigger: An attack misses the creeper.
Effect (Immediate Reaction): The creeper shifts 2 squares.

Skills Acrobatics +17

Str 16 (+9) Dex 22 (+12) Wis 20 (+11)
Con 18 (+10) Int 3 (+2) Cha 16 (+9)

Alignment unaligned Languages –

MOSSLING HURLER

Time after time, she evaded the simulacrum's *eldritch blast*—her *eldritch blast*, stolen from her own mind—even as the feral creature drew strength from its

master to stay on its feet. However, when she finally dropped the mossling, her satisfaction was short-lived as the creature's death shriek sent a torrent of painful memories through her mind.

Mossling Hurler **Level 12 Minion Artillery**
Small fey humanoid (plant) XP 175

HP 1; a missed attack never damages a minion. Initiative +6
AC 24, Fortitude 22, Reflex 22, Will 26 Perception +12
Speed 6 (forest walk) Blindsight 10

TRAITS**Mindmaster's Thrall**

If the hurler was created by an oblivion moss mindmaster, it acts immediately after its creator's turn.

STANDARD ACTIONS**⊕ Bash ⊕ At-Will**

Attack: Melee 1 (one creature); +17 vs. AC
Hit: 8 damage.

⌘ Simulacrum Attack ⊕ At-Will

Effect: When the hurler first acts during the encounter, choose one at-will ranged attack power belonging to an enemy that the hurler can see. If the hurler was created by an oblivion moss mindmaster, choose one at-will ranged attack power belonging to the enemy that the mindmaster hit to create the hurler.

Attack: Ranged 10 (one creature); +19 vs. AC

Hit: The target takes damage and is subject to effects as though it were hit by the chosen attack. The damage roll uses the ability score modifier of the creature from whom the power was chosen. The damage does not include any bonuses or penalties to the damage roll that the owner of the power might have. In addition, the hurler gains any benefits from the power's Hit entry, using the ability score modifiers of the creature from whom the power was chosen but not including any bonuses or penalties.

TRIGGERED ACTIONS**⬅ Memory Deathstorm (psychic)**

Trigger: The hurler drops to 0 hit points.
Attack (No Action): Close burst 2 (enemies in burst); +15 vs. Reflex

Hit: 8 psychic damage, and the target is dazed (save ends).

Str 14 (+8) Dex 11 (+6) Wis 22 (+12)
Con 15 (+8) Int 3 (+2) Cha 16 (+9)

Alignment unaligned Languages –

USING OBLIVION MOSS IN YOUR GAME

When designing encounters around oblivion moss, you might worry about the logistics of having to know and use the PCs' at-will powers when a mossling makes its *simulacrum attack*. You can avoid this extra work by having the player of the PC make the mossling's attack and damage rolls. Doing so also heightens the sense that PCs in combat with mosslings are fighting themselves. It's also a good idea to pick at-will attack powers that are simple to use and don't have a lot of effects that are difficult to track.

The aftermath of an encounter with an oblivion moss can trigger minor quests or side treks, when PCs who eat the remains of an oblivion moss gain the hazy memories

of other creatures. A character might recall an important message being relayed by an eladrin scout killed by the oblivion moss, or might dream of a fomorian vault deep within the Feydark. However, such visions must be acted on quickly. Once a party rests, these memories are usually lost, and instinctive information such as the appearance of the eladrin's contact or how to avoid the vault's traps cannot always be recalled clearly enough to be written down.

The remains of an oblivion moss can also be part of a treasure parcel. Raw moss can be sold to an alchemist or herbalist, or can be used as a component in rituals requiring Arcana or Nature checks.

MOSSLING GROWER

As the mossling grower stood next to its allies, it seemed to shield them with a constant influx of new, mossy growth. When the adventurers finally turned their attention to killing the grower, the creature proved easy enough to dispatch. However, upon its death, it burst in a spray of vigor, augmenting other plant creatures around it.

Mossling Grower Level 12 Minion Controller (Leader)

Small fey humanoid (plant) XP 175

HP 1; a missed attack never damages a minion. Initiative +10
AC 26, Fortitude 23, Reflex 24, Will 25 Perception +9
Speed 8 (forest walk) Blindsight 10

TRAITS

☼ Shield of Vines ♦ Aura 1

Plant allies within the aura gain a +2 bonus to all defenses.

Mindmaster's Thrall

If the grower was created by an oblivion moss mindmaster, it acts immediately after its creator's turn.

STANDARD ACTIONS

⚡ Tendril Strike ♦ At-Will

Attack: Melee 1 (one creature); +17 vs. AC

Hit: 10 damage, and the target is slowed until the end of its next turn.

⚡ Simulacrum Attack ♦ At-Will

Effect: When the grower first acts during the encounter, choose one at-will melee attack power belonging to an enemy that the grower can see. If the grower was created by an oblivion moss mindmaster, choose one at-will melee attack power belonging to the enemy that the mindmaster hit to create the grower.

Attack: Melee 1 (one creature); +17 vs. AC

Hit: The target takes damage and is subject to effects as though it were hit by the chosen attack. The damage roll uses the ability score modifier of the creature from whom the power was chosen. The damage does not include any bonuses or penalties to the damage roll that the owner of the power might have. In addition, the grower gains any benefits from the power's Hit entry, using the ability score modifiers of the creature from whom the power was chosen but not including any bonuses or penalties.

TRIGGERED ACTIONS

Cultivating Burst

Trigger: The grower drops to 0 hit points.

Effect (No Action): Each nonminion plant ally within 3 squares of the grower gains 20 temporary hit points.

Str 14 (+8) Dex 18 (+10) Wis 16 (+9)

Con 16 (+9) Int 3 (+2) Cha 20 (+11)

Alignment unaligned Languages –

MOSSLING VINECALLER

A mix of moss and vines, the vinecaller is a writhing mess of plant life. The forest floor twists and pulls at its behest, slowing any foes that approach. The creature's appearance is misleading, for although its arms look small and feeble, they contain vines that can strike like a viper and toss a foe around like a rag doll.

Mossling Vinecaller Level 12 Minion Controller

Small fey humanoid (plant) XP 175

HP 1; a missed attack never damages a minion. Initiative +9

AC 26, Fortitude 24, Reflex 23, Will 25 Perception +10

Speed 8 (forest walk) Blindsight 10

TRAITS

☼ Writhing Moss ♦ Aura 1

Enemies treat squares within the aura as difficult terrain.

Mindmaster's Thrall

If the vinecaller was created by an oblivion moss mindmaster, it acts immediately after its creator's turn.

STANDARD ACTIONS

⚡ Tendril Strike ♦ At-Will

Attack: Melee 3 (one creature); +17 vs. AC

Hit: 10 damage, and the vinecaller slides the target 2 squares.

⚡ Simulacrum Attack ♦ At-Will

Effect: When the vinecaller first acts during the encounter, choose one at-will ranged attack power belonging to an enemy that the vinecaller can see. If the vinecaller was created by an oblivion moss mindmaster, choose one at-will ranged attack power belonging to the enemy that the mindmaster hit to create the vinecaller.

Attack: Ranged 10 (one creature); +17 vs. AC

Hit: The target takes damage and is subject to effects as though it were hit by the chosen attack. The damage roll uses the ability score modifier of the creature from whom the power was chosen. The damage does not include any bonuses or penalties to the damage roll that the owner of the power might have. In addition, the vinecaller gains any benefits from the power's Hit entry, using the ability score modifiers of the creature from whom the power was chosen but not including any bonuses or penalties.

TRIGGERED ACTIONS

Vine Call

Trigger: The vinecaller drops to 0 hit points.

Effect (No Action): The vinecaller's square and each square adjacent to it become difficult terrain until the end of the encounter.

Str 14 (+8) Dex 16 (+9) Wis 19 (+10)

Con 18 (+10) Int 3 (+2) Cha 16 (+9)

Alignment unaligned Languages –

OBLIVION MOSSES IN COMBAT

The first sign of an oblivion moss mindmaster is the wrenching sensation of memories being stolen as the creature lies in wait, unseen. The attack of a mossling follows. The mindmaster then splits its time between its own attacks and keeping the mossling in the thick of the fray. The longer the fight drags on, the more of these foul simulacra a party will face.

Oblivion mosses are drawn to longer-lived creatures because of their extensive memories. Elves, eladrin, devas, and other races that have long life spans are often targeted first by an oblivion moss.

Against an oblivion moss attack, the most grizzled veteran and the keenest tyro are reduced to making the clumsiest attacks as they are dragged across the battlefield. All the while, the unearthly laughter of the oblivion moss mindmaster echoes in their thoughts as their memories disappear.

OGRE

OGRES HAVE A REPUTATION FOR MINDLESS BRUTALITY, but those who write these creatures off as unthinking brutes do so at their peril. The most powerful ogres nurture a spark of cunning that ranks them among the deadliest foes an adventurer can face.

LORE

Nature DC 21: An ogre's size and ferocity usually allow it to take what it wants, but intelligent ogres quickly learn to negotiate when foes display significant power. Ogres respect physical strength, and they enjoy loud displays of rock throwing, tree falling, and wrestling. An outsider who can best an ogre tribe's champion gains significant respect and might even negotiate a short-term alliance or an end to hostilities.

ENCOUNTERS

Ogres seldom engage in long-term alliances, but warriors sometimes take up as mercenaries, typically in exchange for armor and weapons they cannot make themselves. Young ogre dreadnoughts are more commonly found in the free service of other creatures, including giants that can provide the weapons and armor that allow a dreadnought to one day challenge for the leadership of a tribe. Ogres sometimes raise dire animals and other large beasts as guards or companions. Such monsters that prove too difficult to train are kept in pit traps within an ogre tribe's lair.

OGRE CAVE HUNTER

The adventurers pursued the ogre raiders for a week through the wilderness before finding their cave at last. Four of them sat crouched around a fire, as if hoping to make themselves easy targets. Too late did the heroes see the rest of the pack waiting in the shadows.

Ogre Cave Hunter	Level 8 Lurker
Large natural humanoid	XP 350
HP 70; Bloodied 35	Initiative +12
AC 22, Fortitude 20, Reflex 19, Will 18	Perception +4
Speed 8	
STANDARD ACTIONS	
⊕ Club (weapon) ♦ At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
† Skull Bash (weapon) ♦ At-Will	
Attack: Melee 2 (one dazed creature); +13 vs. AC	
Hit: 4d8 + 7 damage.	
† Smash and Swing (weapon) ♦ At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 1d8 + 3 damage, and the target is dazed until the end of the cave hunter's next turn. In addition, the cave hunter slides the target 5 squares to a square within 2 squares of the ogre.	

TRIGGERED ACTIONS

Victim Shield ♦ At-Will

Requirement: A dazed enemy must be within 2 squares of the cave hunter.

Trigger: The cave hunter is hit by a melee or a ranged attack.

Effect (Immediate Interrupt): The cave hunter gains a +4 bonus to all defenses against the attack. If the attack misses the cave hunter, one dazed enemy takes damage as if it had been hit by the attack. The cave hunter then slides that enemy 4 squares to a square within 2 squares of it.

Str 21 (+9) Dex 18 (+8) Wis 10 (+4)

Con 16 (+7) Int 8 (+3) Cha 6 (+2)

Alignment chaotic evil Languages Giant

Equipment hide armor, club

OGRE CAVE HUNTERS IN COMBAT

A cave hunter stays in the thick of combat, keeping as many targets within reach as it can. It alternates between attacks, first using *smash and swing* to daze creatures and then targeting them with *skull bash* on the next turn. It uses dazed creatures as living shields against their own allies whenever an attack might otherwise hit the cave hunter.

OGRE IRONCLAD

In place of the skins and hides that normally clad their kind, ogre ironclads wear piecemeal armor of chain and plate. They advance with the precision and force of cavalry, breaking through enemies' front lines like a hammer blow.

Ogre Ironclad	Level 9 Soldier	
Large natural humanoid	XP 400	
HP 96; Bloodied 48	Initiative +9	
AC 26 (24 while the ironclad is bloodied),	Perception +3	
Fortitude 24, Reflex 21, Will 19		
Speed 8		
TRAITS		
Barreling Charge		
While bloodied, the ironclad uses a melee basic attack against one or two targets at the end of a charge instead of against one target.		
STANDARD ACTIONS		
⊕ Maul (weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +14 vs. AC		
Hit: 2d8 + 8 damage, and the target is marked until the end of the ironclad's next turn.		
TRIGGERED ACTIONS		
† Ironclad Reaction (weapon) ♦ At-Will		
Trigger: An enemy marked by the ironclad makes an attack that does not include the ironclad as a target.		
Attack (Immediate Reaction): Melee 2 (triggering enemy); +14 vs. AC		
Hit: 2d8 + 8 damage, and the ironclad pushes the target 1 square and knocks it prone.		
Str 22 (+10)	Dex 17 (+7)	Wis 8 (+3)
Con 16 (+7)	Int 6 (+2)	Cha 6 (+2)
Alignment chaotic evil Languages Giant		
Equipment chainmail, maul		



OGRE IRONCLADS IN COMBAT

An ogre ironclad fights with a degree of tactical precision unknown to its more brutish kin. Its armor affords it initial protection as it charges around the battlefield. As the battle goes on, though, the armor weakens from repeated blows.

OGRE STORM SHAMAN

The ogres had been raiding the frontier outposts for the better part of a month, aided by strange storms that made it all but impossible to track them. The younger defenders shrugged it off, but the veterans knew the signs of a storm shaman.

Ogre Storm Shaman Large natural humanoid	Level 11 Controller XP 600
HP 114; Bloodied 57	Initiative +8
AC 25, Fortitude 23, Reflex 20, Will 22	Perception +8
Speed 8	
STANDARD ACTIONS	
⊕ Thunder Staff (thunder, weapon) ◆ At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d6 + 9 thunder damage. A blinded or deafened target is also dazed (save ends).	
⚡ Thunder Blast (thunder) ◆ Recharge ☼ ☼ ☼	
Attack: Close blast 5 (enemies in blast); +14 vs. Fortitude	
Hit: 2d6 + 6 thunder damage, and the target is deafened (save ends).	

⚡ Call Lightning (lightning) ◆ Recharge when first bloodied		
Attack: Area burst 1 within 10 (enemies in burst); +14 vs. Reflex		
Hit: 3d8 + 6 lightning damage, and the target is blinded (save ends).		
MINOR ACTIONS		
☔ Drenching Rain ◆ At-Will		
Effect: The storm shaman creates a zone in an area burst 3 within 10 squares that lasts until the end of the encounter or until the storm shaman uses this power again. Any enemy within the zone takes a -2 penalty to attack rolls and a -2 penalty to all defenses.		
Str 23 (+11)	Dex 16 (+8)	Wis 16 (+8)
Con 18 (+9)	Int 12 (+6)	Cha 11 (+5)
Alignment chaotic evil Languages Giant		
Equipment hide armor, staff		

OGRE STORM SHAMANS IN COMBAT

Storm shamans lead their tribes in a primal faith that brings the fury of the storm to bear against their foes. A storm shaman first traps enemies within a zone of *drenching rain*. It then wades into combat with its kin, using *thunder staff* against targets blinded by *call lightning* or deafened by *thunder blast*.

OGRE DREADNOUGHT

Throughout the long night, the gate held against the ogre assault. However, at dawn's first light, the dreadnought approached, and the defenders felt fear for the first time. Its howl shook the high walls, echoed by the lesser ogres as they closed ranks and prepared for a final assault.

Ogre Dreadnought Large natural humanoid	Level 14 Soldier XP 1,000	
HP 140; Bloodied 70	Initiative +12	
AC 30, Fortitude 28, Reflex 24, Will 26	Perception +12	
Speed 8		
TRAITS		
Threatening Reach		
The dreadnought can make opportunity attacks against all enemies within 2 squares of it.		
STANDARD ACTIONS		
⊕ Greatsword (weapon) ◆ At-Will		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 1d12 + 16 damage, and the target is immobilized until the end of the dreadnought's next turn.		
TRIGGERED ACTIONS		
Dreadnought Resolve ◆ Recharge ☼ ☼ ☼ ☼		
Trigger: The dreadnought fails a saving throw.		
Effect (No Action): The dreadnought rerolls the saving throw with a +2 bonus.		
Skills Athletics +19		
Str 24 (+14)	Dex 16 (+10)	Wis 20 (+12)
Con 20 (+12)	Int 8 (+7)	Cha 23 (+13)
Alignment chaotic evil Languages Common, Giant		
Equipment plate armor, greatsword		

OGRE DREADNOUGHTS IN COMBAT

A fully equipped ogre dreadnought is a terror on the battlefield, laying into foes with *greatsword* and shrugging off the effects of enemy powers.

OGRÉMOCH

WITH HIS PASSAGE, THE GROUND TREMBLES. KNOWN by many names—the Stone Tyrant, Lord of the Black Earth, Prince of Elemental Earth—Ogrémoch is one of several primordials who serves the Elder Elemental Eye. Through his devotion, he unwittingly grants power to Tharizdun, the Chained God. (See “The Elder Elemental Eye” sidebar on page xx for more information.) Although other primordials scorn the Elemental Princes for their service to the mysterious entity, Ogrémoch nevertheless demands their fear and respect. Still, despite his power, Ogrémoch met with defeat during the Dawn War. Now he is bound, shackled to his realm and working toward the day when both he and his master will be freed to wreak vengeance against the hated gods.

Ogrémoch	Level 34 Solo Soldier
Gargantuan elemental humanoid (earth, primordial) XP 195,000	
HP 1,244; Bloodied 622	Initiative +24
AC 50, Fortitude 48, Reflex 45, Will 47	Perception +26
Speed 8 (earth walk), burrow 8, climb 8	Darkvision, tremorsense 20
Immune disease, poison, sleep	
Saving Throws +5; Action Points 3	

TRAITS

⚙️ Jagged Earth ♦ Aura 5

Squares within the aura are difficult terrain. The first time any creature enters a square within the aura during its turn, it must succeed on a DC 32 Athletics or Acrobatics check or take 20 damage. Creatures that have earth walk ignore the aura's effects.

Earthbound

While standing on a solid surface, Ogrémoch can ignore forced movement and cannot be knocked prone.

Earth Glide

Ogrémoch can pass through earth and rock as if it were phasing.

STANDARD ACTIONS

⊕ Slam ♦ At-Will

Attack: Melee 4 (one creature); +39 vs. AC

Hit: 4d8 + 24 damage, and each enemy adjacent to the target is dazed until the end of Ogrémoch's next turn.

⊕ Ogrémoch's Fury ♦ At-Will

Effect: Ogrémoch uses *slam* twice, or three times while he is bloodied. If Ogrémoch hits the same target more than once, he pushes the target 10 squares and the target is treated as having failed a saving throw against *encasing shards* if he or she is currently affected by it.

⚡ Earth Smash ♦ At-Will

Attack: Close blast 5 (creatures in blast); +37 vs. Reflex

Hit: 2d8 + 12 damage, and the target falls prone and is dazed (save ends).

Miss: Half damage.

⚡ Tremendous Quake ♦ Recharge when first bloodied

Attack: Close burst 10 (creatures in burst); +37 vs. Fortitude

Hit: 5d8 + 12 damage, and Ogrémoch slides the target 4 squares and knocks it prone. In addition, the target cannot stand up and is dazed (save ends both).

Miss: Half damage, and Ogrémoch slides the target 1 square and knocks it prone.

MINOR ACTIONS

⚡ Earthshatter ♦ At-Will (1/round)

Requirement: Ogrémoch must be bloodied.

Target: A petrified creature within 10 squares of Ogrémoch

Effect: The creature is no longer petrified, and Ogrémoch makes the following attack centered on the creature and including the creature.

Attack: Close burst 3 (creatures in burst); +37 vs. Fortitude

Hit: 3d8 + 12 damage.

⚡ Encasing Shards ♦ Recharge ☒ ☐ ☐

Attack: Close blast 5 (creatures in blast); +37 vs. Fortitude

Hit: The target is immobilized (save ends).

First Failed Saving Throw: The target is stunned (save ends).

Second Failed Saving Throw: The target is petrified (save ends; the target takes a -5 penalty to the saving throw).

TRIGGERED ACTIONS

⚡ Jagged Eruption ♦ At-Will

Trigger: An enemy hits Ogrémoch with a melee attack.

Attack (Immediate Reaction): Close burst 3 (enemies in burst); +37 vs. Reflex

Hit: 2d8 + 12 damage, and the target is immobilized (save ends).

Aftereffect: The target takes 10 damage.

Eternal Resilience ♦ At-Will

Trigger: Ogrémoch is subjected to an effect that a save can end.

Effect (No Action): Ogrémoch makes a saving throw against the effect.

Variable Resistance ♦ 3/Encounter

Trigger: Ogrémoch takes acid, cold, fire, lightning, or thunder damage.

Effect (Free Action): Ogrémoch gains resist 20 to the triggering damage type until the end of the encounter or until it uses variable resistance again.

Str 34 (+29) Dex 21 (+22) Wis 29 (+26)

Con 31 (+27) Int 24 (+24) Cha 27 (+25)

Alignment chaotic evil Languages Primordial

LORE

Arcana DC 33: Before the natural world came to be, there was formless substance: roiling, clashing, and billowing matter. The first to stir in this chaotic sea were the primordials, beings formed from the substance but possessed of cunning and awareness. These first few sired other primordials and together fashioned the world from creation's building blocks.

The Stone Tyrant has lived since the dawn of time and has witnessed the rise and fall of his children. He has seen the formation of a world and endured when it was ripped from his scions' hands to be reshaped and populated by the hated gods. He has waited. He has watched. Through it all, his anger has grown.

Like other primordials, Ogrémoch had little use for the gods and their designs, but he grew worried by their burgeoning interests in the natural world. Such concern made it possible for the Stone Tyrant to set aside his distrust of his fellow Elemental Princes and ally with them in an attempt to free the Elder Elemental Eye, whom they believed to be the first primordial. Despite this alliance, the gods proved triumphant and the Elemental Princes were beaten, their power shattered.



Ogrémoch fell back to the Elemental Chaos at the war's end, where he languishes in his great flat-topped mountain deep in the plane, a prisoner in his own realm. Moradin forged the chains that would hold the Elemental Prince, binding him with the whipping winds that rage in the heart of his mountain home. Still, Ogrémoch's confinement doesn't prevent him from touching the mortal world. Cults dedicated to him toil to free both him and the Elder Elemental Eye, which holds the promise of absolute power.

ENCOUNTERS

Ogrémoch has many followers, but when confronting a foe, he prefers to do so alone. He fights on vast plains of earth or in enormous caverns, where he can use terrain to his advantage. He causes cave-ins and sunders great chasms in the ground. If any of his followers attempt to assist him, they know that Ogrémoch is an unforgiving lord and will not usually distinguish between them and enemies.

OGRÉMOCHE IN COMBAT

The Stone Tyrant is not subtle. At his approach, the ground shakes and shatters. He slams enemies with rocky fists and wades through foes, causing the land to shudder with every step.

Ogrémoch's mere presence disrupts the earth, making the ground quickly drop away or rise up in deadly shafts. The earth obeys Ogrémoch's commands, and with a rumbling word, Ogrémoch can order the stone to encase his foes.

When Ogrémoch is attacked, he exudes jagged spikes with a thought, impaling his foes. The earth cracks and groans under his demands, yet it always yields. When Ogrémoch's fury is greatest, he calls for a quake that throws creatures in every direction.

Ogrémoch is every bit as violent and unpredictable as his peers, but age gives the ancient primordial wisdom. If the Elemental Prince becomes severely injured and beset by too many enemies, he burrows to safety.

OGRÉMOCHE'S CULTISTS

IN HIDDEN GROTTOES, OLD ROOT CELLARS, and ruins deep within the Underdark's warrens lurk the cultists of Elemental Earth. Followers find the Stone Tyrant an uncaring master who displays a distant and sometimes cruel power. Yet the exiles and lunatics that worship Ogrémoch recognize that he rewards his greatest servants with dread power. For such a boon, they gladly pay homage to the Elemental Prince.

Ogrémoch is sparing with the power he grants, forcing cultists to rely on servitors to protect their altars. Cult leaders prey on rustic folk, manipulating their superstitions and beliefs to lure them into Ogrémoch's smothering embrace. Deluded into believing the primordial to be a benevolent power of earth, many join these cults. By the time they realize their error, it is far too late to escape the cult's clutches.

LORE

History DC 17: Ogrémoch's cults are primitive, mysterious, and, in the eyes of those who revere the divine, backward. Ceremonies are particular to each cult. Some bloodthirsty groups offer living sacrifices to the uncaring primordial, while more cerebral followers see Ogrémoch as the lord of mysteries and secrets, of hidden places, and of dark moist earth and the creatures within it. Ogrémoch attracts diverse servants, from hedge witches in isolated hamlets to troglodyte tribes that offer gifts by throwing captives into black chasms.

Ogrémoch sometimes gains followers from unexpected sources. Some worship the primordial as an alternative to the gods. As a mighty power, hidden

from mortal eyes, the Stone Tyrant represents strength and endurance. As the lord of earth, he also claims dominion over hidden treasures. Those seeking gold, silver, and gemstones offer him sacrifices, making him popular with greedy prospectors, miners, and, of course, dwarves.

Temples devoted to elemental earth are always buried, sequestered from rival forces to enable the followers to revel in the Elemental Prince's power in its purest form. The smallest cells might claim old cellars or dungeons, while larger groups congregate in the Underdark's desolate regions.

Ogrémoch's most devout followers are eventually imparted with knowledge of the existence of Ogrémoch's master, the Elder Elemental Eye. Once initiated, these enlightened cultists take up the cause of freeing the Eye, seeing it as the absolute expression of elemental power. They come to understand that Ogrémoch is one facet of that great force, along with Imix and the other Elemental Princes. Rivalries between elemental cults fade away at the highest levels, with all devotees focused on the same goals: empowering their masters and freeing the Elder Elemental Eye.

Since most earth temples form in uncivilized communities such as grimlock and troglodyte settlements, these groups also attract a wide range of monstrous allies. Ogres, giants, and ettins give service to these temples even if they do not embrace the faith. They act as grunts, shock troops, and guardians, blocking access to hidden shrines through their powerful build and menacing appearance.

Earth elemental creatures are quite common too. Galeb duhrs create new shrines and might claim Ogrémoch as their maker. Gargoyles, gorgons, and roppers also support earth temples, usually as incidental allies, but some take stronger roles. Underdark fauna infests these temples, including bulettes, basilisks, and even aberrant creatures and undead. Few Ogrémoch cultists use demonic servants. They rely on elemental allies instead, finding them more reliable and useful in the end.

EARTH CULTIST

Earth cultists are common servitors, those simple folk who obey because they know nothing else. Few cultists understand their peril at first, but as their knowledge about the primordial grows, Ogrémoch's malevolence slowly corrupts them until it overwhelms them entirely.

Earth Cultist	Level 8 Minion Controller
Medium natural humanoid, human	XP 88
HP 1; a missed attack never damages a minion.	Initiative +7
AC 22, Fortitude 23, Reflex 21, Will 18	Perception +3
Speed 5	
STANDARD ACTIONS	
⚔ Warhammer (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 8 damage.	
TRIGGERED ACTIONS	
Petrifying Fount	
Trigger: The cultist drops to 0 hit points.	
Effect (No Action): Each enemy adjacent to the cultist is slowed (save ends).	
First Failed Saving Throw: The target is petrified (save ends).	
Str 21 (+9)	Dex 16 (+7)
Con 16 (+7)	Int 10 (+4)
	Wis 8 (+3)
	Cha 11 (+4)
Alignment evil	Languages Common
Equipment leather armor, warhammer	

EARTH CULTISTS IN COMBAT

Earth cultists appear human, but dark rituals and blasphemous ceremonies have stripped away their fundamental nature. Dark blood flows like mud in their veins, their eyes turning to black orbs as the clinging earth slowly fills their bodies. When they fall in battle, putrid soil and broken rubble erupts from their flesh to wash everything around them with debris.

FIST OF THE STONE TYRANT

During the Age of Chains, dwarves served the primordials as slaves. Although the dwarves eventually threw off the shackles of their enslavement, a few emerged from their captivity resentful not of the primordials but of the gods. These dwarves believed the gods had betrayed them, so they turned to the Stone Tyrant for revenge. They whispered terrible oaths to Ogrémoch, vowing eternal war against their kin and the gods they worship.

Fist of the Stone Tyrant	Level 9 Soldier (Leader)
Medium natural humanoid, dwarf	XP 400
HP 98; Bloodied 49	Initiative +6
AC 25, Fortitude 23, Reflex 18, Will 21	Perception +7
Speed 5 (earth walk)	Low-light vision
TRAITS	
⚙ Rotting Earth ♦ Aura 1	
Any enemy that starts its turn within the aura is slowed until the start of its next turn.	
⚙ Stone Tyrant's Boon ♦ Aura 1	
Allies within the aura gain a +2 power bonus to AC and Fortitude.	
Stand the Ground	
Whenever the fist of the Stone Tyrant is pulled, pushed, or slid, it can move 1 square less than the effect specifies.	
STANDARD ACTIONS	
⚔ War Pick (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 7 damage, and the target is marked until the end of the fist's next turn.	
TRIGGERED ACTIONS	
⚔ Stone Tyrant's Grasp (necrotic) ♦ At-Will	
Trigger: An enemy marked by the fist leaves the rotting earth aura.	
Effect (Immediate Reaction): The fist shifts 1 square and makes the following attack.	
Attack: Melee 1 (triggering enemy); +16 vs. AC	
Hit: 1d8 + 5 damage plus 5 necrotic damage, and the target is immobilized until the end of the fist's next turn.	
Steady Footed ♦ At-Will	
Trigger: An effect knocks the fist prone.	
Effect (No Action): The fist makes a saving throw. If the fist saves, it remains standing.	
Str 21 (+9)	Dex 11 (+4)
Con 18 (+8)	Int 9 (+3)
	Wis 16 (+7)
	Cha 11 (+4)
Alignment chaotic evil	Languages Common, Dwarven, Primordial
Equipment plate armor, heavy shield, war pick	

FISTS OF THE STONE TYRANT IN COMBAT

Fists of the Stone Tyrant fight with fervor, vying for the favor of Ogrémoch. Bellowing war songs as they launch attacks, the fists revel in each sickening crunch of their war picks. They ignore injuries, claiming supremacy even as enemies strike them down.

STONE THRALL

Giants associated with earth have long venerated Ogrémoch, and their devotion spreads to their servants. Many ogres that share lands with hill giants embrace Ogrémoch not out of any special kinship, but instead because they are foolish and gullible. Cults take advantage of these thralls, using them as guards for their hidden grottos.



Fist of the Stone Tyrant and cthonic stoneshaper

Stone Thrall		Level 15 Brute
Large natural humanoid, ogre		XP 1,200
HP 184; Bloodied 92		Initiative +9
AC 26, Fortitude 29, Reflex 24, Will 24		Perception +9
Speed 7		
STANDARD ACTIONS		
⊕ Maul (weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 4d8 + 6 damage, and the target grants combat advantage until the end of the thrall's next turn.		
⊕ Crushing Smash (weapon) ♦ At-Will		
Requirement: The thrall must have combat advantage against the target.		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 4d8 + 11 damage, the target falls prone, and it cannot stand up and is immobilized (save ends both).		
† Wild Swing (weapon) ♦ Recharge when first bloodied		
Attack: Melee 2 (one or two creatures); +18 vs. AC		
Hit: 4d8 + 11 damage, and the target is dazed (save ends).		
Str 23 (+13)	Dex 15 (+9)	Wis 15 (+9)
Con 24 (+14)	Int 6 (+5)	Cha 8 (+6)
Alignment chaotic evil Languages Giant, understands Primordial		
Equipment hide armor, maul		

STONE THRALLS IN COMBAT

A stone thrall is somewhat smarter and more alert than other ogres, but it remains a dim creature, driven by base needs. Thralls fight as their masters bid, smashing enemies in exchange for food, drink, and shiny baubles that appeal to their greedy nature. If their benefactors are killed, stone thralls are not above fleeing to find easier prey.

EARTH WEIRD

The Lord of the Black Earth is a distant master, offering little to those who fight in his name. Mortals are specks, not important enough to stir the ancient primordial from his stony prison. Yet from time to time, a wicked mortal displays an affinity for earth so profound that even the Stone Lord takes notice. Ogrémoch rewards such power with a small infusion of his own might, knowing that by their very nature the earth weirds will advance his cause.

Earth Weird		Level 16 Controller
Medium elemental humanoid, genasi		XP 1,400
HP 148; Bloodied 74		Initiative +10
AC 30, Fortitude 26, Reflex 28, Will 28		Perception +12
Speed 5 (earth walk)		
STANDARD ACTIONS		
⊕ Morningstar (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 2d10 + 13 damage, and the weird pushes the target 1 square.		
⊕ Quake Bolt ♦ At-Will		
Attack: Ranged 5 (one creature); +19 vs. Reflex		
Hit: 3d6 + 8 damage, and the target falls prone.		
⌘ Bury ♦ At-Will		
Attack: Ranged 5 (one prone enemy); +19 vs. Fortitude		
Hit: The target cannot stand up, is immobilized, and takes ongoing 10 damage (save ends all).		
Aftereffect: The target is slowed until the end of its next turn.		
✱ Stoneburst (zone) ♦ At-Will		
Attack: Area burst 1 within 5 (creatures in burst); +19 vs. Reflex		
Hit: 2d10 + 7 damage.		
Effect: The burst creates a zone of difficult terrain that lasts until the end of the earth weird's next turn.		
MINOR ACTIONS		
⬅ Earthshock ♦ Encounter		
Attack: Close burst 1 (enemies in burst touching a solid surface); +19 vs. Fortitude		
Hit: The target falls prone.		
Skills Arcana +19		
Str 15 (+10)	Dex 15 (+10)	Wis 18 (+12)
Con 12 (+9)	Int 22 (+14)	Cha 23 (+14)
Alignment chaotic evil		Languages Common, Primordial
Equipment morningstar		

EARTH WEIRDS IN COMBAT

Earthen debris trembles at an earth weird's approach, shuddering and skittering toward the elemental mage. Drawing deep on elemental power, an earth weird wields stone and soil as weapons, hurling seething orbs of kinetic energy and causing the

ROT GRUB

LURKING WITHIN THE ROTTING FLESH of a slain adventurer, a rot grub poses a deadly threat to those who venture into ancient crypts and abandoned dungeons. Some claim that they are Torog's spawn and that these ever-hungry worms seek only to cause pain and death in Torog's name. Orcs abandon dungeons that rot grubs infest, while gnolls capture rot grubs and use them to torment captives in bizarre rites to Yeenoghu.

A rot grub is a deadly parasite that feasts on both living and dead flesh. Its voracious appetite leads it to burrow into a living creature, gorging itself on its victim's muscles and innards. A victim of rot grubs suffers wracking pain that ends only when a rot grub reaches and devours its victim's heart.

LORE

Dungeoneering DC 17: A menace in underground regions for untold years, rot grubs are held in check by the same hunger that makes them a threat. The inhabitants of dungeons vigilantly guard against rot grub infestations, squashing them before they become a great threat. When an infestation rages out of control, the survivors flee elsewhere, while the grubs gorge themselves on those left behind. When food runs short, the grubs die out, and only a few hardy specimens survive to find a new hunting ground.



Rumors persist of vast Underdark caverns filled with undulating seas of rot grubs. Supposedly, the grubs in these living seas feed on the decaying flesh of a forgotten god.

ENCOUNTERS

Rot grubs are too indiscriminate in the carnage they spread to have allies, but other creatures sometimes make use of them. Kobolds brave and stupid enough to hunt these creatures sometimes keep them in small, ceramic containers that they hurl at intruders. Bugbears keep pits filled with rot grubs to dispose of corpses and make their traps more deadly.

ROT GRUB SWARM

When a rot grub swarm first enters an area, it brings down several victims and then retreats to the center of its prey's decaying corpses and begins to lay eggs. A single rot grub swarm can lay ten thousand eggs before it dies. Unless the body is burned, within a month it spawns a new swarm of ravenous rot grubs.

Rot Grub Swarm	Level 4 Brute	
Medium natural beast (swarm)	XP 175	
HP 63; Bloodied 31	Initiative +3	
AC 15, Fortitude 15, Reflex 14, Will 15	Perception +2	
Speed 5	Darkvision	
Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks		
TRAITS		
⚙️ Swarm Attack ◆ Aura 1		
Any enemy that starts its turn within the aura takes 5 damage plus 2 extra damage for each additional rot grub swarm adjacent to the enemy.		
Swarm		
The rot grub swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The rot grub swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
Clumsy Attacker		
The rot grub swarm lacks a melee basic attack.		
STANDARD ACTIONS		
◆ Infesting Bite ◆ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: Ongoing 5 damage (save ends).		
First Failed Saving Throw: Ongoing 10 damage (save ends).		
Second Failed Saving Throw: Ongoing 15 damage (save ends).		
Str 10 (+2)	Dex 13 (+3)	Wis 11 (+2)
Con 13 (+3)	Int 2 (-2)	Cha 4 (-1)
Alignment unaligned	Languages –	

ROT GRUB SWARMS IN COMBAT

A rot grub swarm surges toward the closest living creature. Relentless in its overpowering urge to eat, the swarm ignores environmental dangers such as fire or water. A victim covered by rot grubs suffers horrible pain. Humanoid monsters sometimes lure swarms into hotly contested dungeon corridors, relying on the victims' screams to serve as a crude alarm system.

ROT GRUB ZOMBIE

Long after a victim has died from a rot grub infestation, the creatures continue to eat away at the rotting flesh. From time to time, the corpse reanimates into a dark parody of life, creating a zombie that acts as a carrier for a swarm of rot grubs.

Rot Grub Zombie		Level 8 Skirmisher
Medium natural humanoid (undead)		XP 350
HP 86; Bloodied 43	Initiative +9	
AC 22, Fortitude 20, Reflex 19, Will 17	Perception +2	
Speed 6		
Immune rot grub infestation		
STANDARD ACTIONS		
⊕ Slam ♦ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d6 + 9 damage.		
⊕ Flailing Slam ♦ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d6 + 9 damage.		
Effect: Before or after the attack, the zombie shifts 1 square.		
⊕ Rot Grub Hunger (disease, necrotic) ♦ Recharge ☹ ☹		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d6 + 9 damage plus 2d6 necrotic damage.		
Effect: If the target is bloodied, it is exposed to rot grub infestation (see page xx).		
TRIGGERED ACTIONS		
Corpse Collapse		
Trigger: The zombie drops to 0 hit points.		
Effect (No Action): A rot grub swarm appears in an unoccupied square adjacent to the zombie.		
Str 20 (+9)	Dex 16 (+7)	Wis 6 (+2)
Con 14 (+6)	Int 4 (+1)	Cha 13 (+5)
Alignment unaligned		Languages –

ROT GRUB ZOMBIES IN COMBAT

A rot grub zombie is unusually spry for its undead state because the body reanimates quickly after death by rot grubs. Scholars debate whether a rot grub swarm exerts control over a zombie. They cite evidence that a rot grub zombie seeks out those who have sustained injuries and are more susceptible to infestation.

AWAKENED ROT GRUB SWARM

Tales persist of strange, roiling masses of rot grubs that have acquired an extraordinary sentience. Some believe that these rot grubs devoured a psionic creature. Others speculate that these swarms are the result of duergar efforts to turn rot grubs into beasts of war.

Rot Grub Infestation	Level 4 Disease	Endurance improve DC 18, maintain DC 12, worsen DC 11 or lower
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- ☐ The target is cured.
- ☐ **Initial Effect:** The target loses a healing surge and gains vulnerable 5 necrotic.
- ☐ The target loses two healing surges, which cannot be regained until he or she is cured. The target also takes a -4 penalty to skill checks until he or she is cured.
- ☐ **Final State:** The target dies and immediately becomes a rot grub zombie.

Awakened Rot Grub Swarm		Level 10 Brute
Medium natural beast (swarm)		XP 500
HP 123; Bloodied 61	Initiative +6	
AC 21, Fortitude 20, Reflex 19, Will 22	Perception +5	
Speed 5	Darkvision	
Resist half damage from melee and ranged attacks;		
Vulnerable 10 against close and area attacks		
TRAITS		
⚙ Swarm Attack ♦ Aura 1		
Any enemy that starts its turn within the aura takes 10 damage plus 2 extra damage for each additional rot grub swarm adjacent to the enemy.		
Swarm		
The awakened rot grub swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The awakened rot grub swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
Clumsy Attacker		
The awakened rot grub swarm lacks a melee basic attack.		
STANDARD ACTIONS		
⊕ Infesting Bite ♦ At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: Ongoing 10 damage (save ends).		
First Failed Saving Throw: Ongoing 15 damage (save ends).		
Second Failed Saving Throw: Ongoing 20 damage (save ends).		
⚡ Psychic Shock ♦ Recharge ☹ ☹ ☹		
Attack: Close burst 2 (enemies in burst); +13 vs. Will		
Hit: The target is immobilized until the end of the awakened swarm's next turn.		
MINOR ACTIONS		
📡 Telepathic Lure ♦ At-Will (1/round)		
Attack: Ranged 5 (one creature); +13 vs. Will		
Hit: The swarm pulls the target 4 squares.		
Str 10 (+5)	Dex 13 (+6)	Wis 11 (+5)
Con 13 (+6)	Int 8 (+4)	Cha 4 (+2)
Alignment evil		Languages Deep Speech, telepathy 10

AWAKENED ROT GRUB SWARMS IN COMBAT

The motion of an awakened swarm has a strange symmetry, as if each grub were moving in perfect formation with the rest. The swarm's telepathy manifests as a constant chatter of moans and simple phrases in Deep Speech, such as "All must join, all must find sanctuary," and "Without us, within them, reap their flesh." The psyches of those devoured by a swarm sometimes crop up among these thoughts as well.

SCARECROW

A VISITOR TO THE FEYWILD might see a line of scarecrows and assume that a farmer or a hunter set them up to mark the edge of his or her territory. When a human or a dragonborn might blunder on ahead, heedless of the danger, an eladrin, gnome, or other native of the Feywild retreats in fear. Although people in the world place scarecrows to scare off birds, in the Feywild they serve as a dire warning of the consequences of trespass. Unlike the mundane scarecrows of the world, a scarecrow in the Feywild can clamber down from its perch to rip the entrails from anyone foolish enough to ignore it.

Hags constructed the first animated scarecrows by weaving them from straw stolen from a farmer at the stroke of midnight, clothes taken from a freshly slain corpse, and thread made from the hair of a nightmare's mane. Years have passed since the creation of these creatures, and now animated scarecrows are common in the world as well as the Feywild.

LORE

Arcana DC 22: Although scarecrows are constructs, they are smarter and wilier than golems, homunculi, and other creatures created from inanimate materials. This cunning is further enhanced by the bond between the scarecrow and its creator.

When a scarecrow spots enemies, its creator instantaneously becomes aware of that fact. When a scarecrow hits a creature with an attack, its creator receives a clear mental image of the foe's appearance and location. The creator sees the target as the scarecrow sees it, though it still cannot distinguish invisible or hidden creatures.

The connection between creator and scarecrow makes these creatures ideal sentinels. Powerful hags and ritualists post them as sentinels at the edge of their domains, and they mix them in with mundane scarecrows.

ENCOUNTERS

Eladrin, gnomes, fomorians, hags, and ritual casters employ scarecrows as guardians and sentinels. Within isolated ruins, deep Feywild woods, the Underdark, and the forests of the world, large numbers of scarecrows hold an endless vigil. When the master of a scarecrow dies, the construct remains fully functional and continues to carry out its creator's last commands.



SCARECROW SHAMBLER

Normally the process of crafting a scarecrow requires months of careful, precise work. Each stitch, each handful of straw, and each scrap of cloth must be positioned, trimmed, and assembled to serve as a proper vessel for the magic that animates a scarecrow. However, a skilled ritual caster might instead create dozens of crude but effective scarecrows. The magic that animates a scarecrow shambler barely holds it together, yet its shoddy construction belies the ferocity and strength of its attacks.

Scarecrow Shambler		Level 10 Minion Brute
Medium fey animate (construct)		XP 125
HP 1; a missed attack never damages a minion.		Initiative +7
AC 22, Fortitude 22, Reflex 21, Will 21		Perception +7
Speed 6		Low-light vision
Immune disease, poison, sleep		
STANDARD ACTIONS		
⚔ Claws ⚔ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 11 damage.		
TRIGGERED ACTIONS		
Toxic Straw (poison, zone)		
Trigger: The shambler drops to 0 hit points.		
Effect (No Action): The shambler's death creates a zone in a close burst 1 that lasts until the end of the encounter. The zone is lightly obscured, and any creature that ends its turn within the zone takes 10 poison damage.		
Str 18 (+9)	Dex 14 (+7)	Wis 15 (+7)
Con 15 (+7)	Int 11 (+5)	Cha 10 (+5)
Alignment unaligned		Languages Common

SCARECROW SHAMBLERS IN COMBAT

When shamblers fall like wheat before the scythe in battle, their destruction creates swirling clouds of straw, rags, and other debris. The straw within a shambler contains a poisonous mold that leaves creatures reeling.

SCARECROW GUARDIAN

A guardian resembles a normal scarecrow, except for the tough, burlap sack that covers its head. Two holes in this sack reveal a pair of glowing, red eyes that burn with simmering hatred. Hags hang scarecrow guardians on high trees, posts, and ruins near their lairs. From such a vantage point, a scarecrow guardian watches over the hag's domain. When it spots intruders, it tears itself from its perch to launch an attack.

Scarecrow Guardian	Level 13 Soldier
Medium fey animate (construct)	XP 800
HP 107; Bloodied 53	Initiative +10
AC 29, Fortitude 25, Reflex 23, Will 24	Perception +14
Speed 6	Low-light vision
Immune disease, poison, sleep; Vulnerable 10 fire	
STANDARD ACTIONS	
⊕ Claws ♦ At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6 + 9 damage, and the target is marked until the end of the guardian's next turn.	
↘ Luring Gaze (charm, psychic) ♦ At-Will	
Attack: Ranged 10 (one creature); +16 vs. Will	
Hit: 1d6 + 5 psychic damage, and the guardian pulls the target 5 squares.	
MINOR ACTIONS	
◀ Horrid Gaze (fear) ♦ Encounter	
Attack: Close blast 3 (enemies in blast); +18 vs. Will	
Hit: The target is immobilized until the end of the guardian's next turn.	
TRIGGERED ACTIONS	
Malleable Straw ♦ At-Will	
Trigger: An attack damages the guardian.	
Effect (Immediate Interrupt): The guardian takes half damage from the triggering attack.	
Skills Acrobatics +13	
Str 18 (+10)	Dex 14 (+8) Wis 17 (+9)
Con 15 (+8)	Int 11 (+6) Cha 10 (+6)
Alignment unaligned Languages Common	

SCARECROW GUARDIANS IN COMBAT

Scarecrow guardians seek to divide their enemies so that each creature can occupy one foe in battle. The straw and other innards stuffed into a guardian move within it to turn a grievous blow into a glancing hit.

SCARECROW HAUNTER

Scarecrow haunters are crafted using the same process as for other scarecrows, except for one critical difference: A haunter's creator sews the heart of a humanoid that died at the hands of a scarecrow into the creature's interior. The fear that the victim felt in those last few seconds pours forth from the scarecrow in waves, instilling terror into the haunter's victims.

Scarecrow Haunter	Level 13 Lurker
Medium fey animate (construct)	XP 800
HP 99; Bloodied 49	Initiative +14
AC 27, Fortitude 24, Reflex 26, Will 25	Perception +9
Speed 6	Low-light vision
Immune disease, poison, sleep; Vulnerable 10 fire	
TRAITS	
Lurking Horror	
When the haunter hits a creature that cannot see it, the attack deals 5 extra damage and increases any of the attack's forced movement by 2 squares.	
STANDARD ACTIONS	
⊕ Claws ♦ At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6 + 9 damage.	
↘ Haunting Echoes (charm, fear, psychic) ♦ At-Will	
Attack: Area burst 2 within 10 (enemies in burst); +18 vs. Will	
Hit: The haunter slides the target 2 squares. The target then makes a melee or a ranged basic attack against a creature of the haunter's choice.	
Fluttering Straw (polymorph) ♦ At-Will	
Effect: The haunter shifts 6 squares and then is invisible and insubstantial until the end of its next turn.	
MINOR ACTIONS	
◀ Terrifying Gaze (fear, psychic) ♦ Recharge ☼ ☼ ☼	
Attack: Close blast 3 (enemies in blast); +16 vs. Will	
Hit: 1d6 + 5 psychic damage, and the haunter pushes the target 2 squares.	
Skills Stealth +15	
Str 14 (+8)	Dex 18 (+10) Wis 17 (+9)
Con 15 (+8)	Int 11 (+6) Cha 10 (+6)
Alignment unaligned Languages Common	

SCARECROW HAUNTERS IN COMBAT

A haunter lives up to its name, wielding powerful fey magic that creates disturbing moans, flashes of horrid, ghostly figures, and other unnerving distractions that erode its enemies' sanity. During combat, a scarecrow haunter can focus its energy and explode into a cloud of rotting hay and tattered rags that can later re-form beyond the reach of enemies. The haunter uses this ability defensively and also as a tactic for surprising foes. While in this unseen form, the creature evokes visions and noises that send enemies running.

SECRET OF VECNA

A SECRET OF VECNA IS THE SHELL of a petitioner who has angered Vecna by sharing secrets or otherwise failing the god. In its normal form, it appears as a bald human with plain features. A secret of Vecna wears simple robes and carries a dagger or a staff. Once bloodied, it undergoes a horrific transformation. The creature's skin sloughs away, and it sprouts long claws, which it uses to rip away its face and reveal a fanged, twisted visage.

LORE

Arcana DC 23: Each secret of Vecna was once a follower who possessed knowledge that Vecna valued. The Maimed God punished that follower when he or she betrayed him by sharing that knowledge. Powerful spellcasters and clerics seek to capture secrets of Vecna to try to reconstruct their shattered minds and learn Vecna's secrets. The creatures possess a maddening intellect, though, and no one has yet succeeded in restoring their sanity. A ritual to mend a secret of Vecna is rumored to exist, but it is supposedly guarded by Vecna's most devoted followers.

ENCOUNTERS

A secret of Vecna guards locations important to Vecna and aids the god's followers in their clandestine endeavors. Few in the lower ranks of Vecna's cult trust a secret of Vecna to do anything other than look after Vecna's long-term interests. This mistrust is earned, because a secret of Vecna lacks any will of its own. As an empty husk, it goes where its god and his high-ranking priests command, and it never reveals more than Vecna allows.

ENIGMA OF VECNA

The typical enigma of Vecna was once a spellcaster who sought to unlock the Maimed God's secrets. The spellcaster grew too greedy and offered to sell or share what he or she had learned. As a result, the spellcaster paid the price for betraying his or her god.

ENIGMAS OF VECNA IN COMBAT

In its humanoid form, an enigma of Vecna delights in suppressing knowledge, especially in those it faces in combat. The enigma's power to blast away memory gives it an advantage in combat. Anyone affected by an enigma's mental assault describes the feeling as an agonizing severing, as if something were painfully torn from one's mind. When the memories slam back into place, the shock leaves a victim reeling.

Enigmas of Vecna keep away from the fray, using ranged attacks to wear down foes. When a bloodied enigma transforms, the horror of witnessing the

Enigma of Vecna

Medium natural humanoid

Level 6 Controller

XP 250

HP 68; Bloodied 34

Initiative +5

AC 20, Fortitude 17, Reflex 18, Will 19

Perception +10

Speed 6

STANDARD ACTIONS

⚔ Dagger (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 2d4 + 7 damage.

⚔ Rend Flesh ♦ At-Will

Requirement: The enigma must be affected by *horrific visage*.

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 2d12 + 5 damage.

⚔ Memory Ripper (psychic) ♦ At-Will

Attack: Ranged 5 (one creature); +10 vs. Will

Hit: 1d6 + 5 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).

Afterspell: The target is dazed until the end of its next turn.

⚔ Shock Bolt (lightning) ♦ At-Will

Attack: Ranged 10 (one creature); +9 vs. Reflex

Hit: 1d10 + 5 lightning damage, and the target is slowed until the end of the enigma's next turn.

TRIGGERED ACTIONS

⚔ Horrific Visage (healing, psychic) ♦ Encounter

Trigger: The enigma is first bloodied.

Attack (No Action): Close burst 2 (enemies in burst); +10 vs. Will
Hit: 1d8 + 3 psychic damage, and the enigma pushes the target 3 squares.

Effect: Until the end of the encounter, the enigma cannot use any power except *rend flesh*.

Skills Arcana +13

Str 12 (+4)

Dex 15 (+5)

Wis 15 (+5)

Con 12 (+4)

Int 20 (+8)

Cha 16 (+6)

Alignment evil

Languages Common

Equipment dagger

gruesome change causes its enemies to recoil. The enigma uses this opportunity to leap forward and tear into its foes' flesh.

SPELL HOWLER OF VECNA

A spell howler is an accomplished arcane spellcaster who failed Vecna. Perhaps the spellcaster failed to discover a secret and then give it to Vecna, or maybe he or she foolishly peered into a tome forbidden to one of his or her rank. Whatever the case, the spellcaster suffered punishment for the transgression and became a spell howler. A spell howler is a mindless, gibbering husk that continually whispers broken fragments of Vecna's secrets. In combat, this speech reaches a fevered pitch as the spell howler unleashes blasts of arcane energy.

SPELL HOWLERS OF VECNA IN COMBAT

In battle, a spell howler screams and shrieks as if wracked with pain. It focuses its attacks on enemy spellcasters, particularly wizards and warlocks, because it covets the power it once wielded.

Spell Howler of Vecna **Level 18 Artillery**
 Medium natural humanoid XP 2,000

HP 130; Bloodied 65 Initiative +10
 AC 30, Fortitude 28, Reflex 30, Will 30 Perception +11
 Speed 6

STANDARD ACTIONS

⚡ **Maddening Touch** (psychic) ♦ At-Will

Attack: Melee 1 (one creature); +21 vs. Will
 Hit: 2d8 + 12 psychic damage.

⚡ **Word of Force** (force) ♦ At-Will

Attack: Ranged 10 (one creature); +23 vs. Fortitude
 Hit: 2d10 + 15 force damage.

⚡ **Word of Doom** (psychic) ♦ At-Will

Requirement: The spell howler must be affected by *horrific visage*.

Attack: Ranged 10 (one creature); +23 vs. Will
 Hit: 2d8 + 6 psychic damage, and the target is dazed until the end of the spell howler's next turn.

⚡ **Word of Madness** (psychic) ♦ Recharge if the power misses

Attack: Melee 1 (one creature); +21 vs. Will
 Hit: 2d8 + 5 psychic damage. The spell howler slides the target 3 squares, and the target makes a basic attack as a free action against a creature of the spell howler's choice.

⚡ **Word of Pain** (necrotic) ♦ Encounter

Attack: Ranged 10 (one creature); +23 vs. Fortitude
 Hit: 4d10 + 10 necrotic damage.
 Miss: Half damage.

TRIGGERED ACTIONS

⚡ **Horrific Visage** (psychic) ♦ Encounter

Trigger: The spell howler is first bloodied.
 Attack (No Action): Close burst 2 (enemies in burst); +22 vs. Will
 Hit: 2d6 + 4 psychic damage, and the spell howler pushes the target 3 squares.
 Effect: Until the end of the encounter, the spell howler cannot use any power except *word of doom* and *maddening touch*.

Str 15 (+11) Dex 13 (+10) Wis 15 (+11)
 Con 16 (+12) Int 22 (+15) Cha 18 (+13)

Alignment chaotic evil Languages Common

⚡ **Cloak of Ignorance** (charm, psychic) ♦ At-Will

Attack: Close burst 3 (enemies in burst); +22 vs. Will
 Hit: 3d6 + 6 psychic damage, and the secret is invisible to the target (save ends).

TRIGGERED ACTIONS

⚡ **Horrific Visage** (psychic) ♦ Encounter

Trigger: The secret is first bloodied.
 Attack (No Action): Close burst 2 (enemies in burst); +22 vs. Will
 Hit: 2d6 + 4 psychic damage, and the secret pushes the target 3 squares.
 Effect: Until the end of the encounter, the secret cannot use any power except *thundering claws*.

Str 15 (+11) Dex 24 (+16) Wis 15 (+11)
 Con 16 (+12) Int 13 (+10) Cha 18 (+13)

Alignment chaotic evil Languages Common

SECRETS OF VECNA IN COMBAT

A secret of Vecna slips through folds in space, leaving a rumble of thunder and the scent of ozone in its wake. Its hands crackle with lightning as it slips unseen through enemy ranks. In keeping with Vecna's desire to punish transgressors, a secret has an irresistible urge to rush foes and claw at them.



SECRET OF VECNA

A secret of Vecna is a priest of the god of secrets who allowed a piece of hidden doctrine to fall into a non-believer's hands. Vecna personally attends to such failures, blasting his erstwhile follower's mind into mush and transforming the person into a monster of lightning and thunder.

Secret of Vecna **Level 19 Skirmisher**
 Medium natural humanoid XP 2,400

HP 176; Bloodied 88 Initiative +18
 AC 33, Fortitude 31, Reflex 31, Will 31 Perception +11
 Speed 8, teleport 4

STANDARD ACTIONS

⚡ **Shocking Grasp** (lightning) ♦ At-Will

Attack: Melee 1 (one creature); +24 vs. AC
 Hit: 2d10 + 16 lightning damage, plus 10 extra lightning damage if the secret is invisible to the target.

⚡ **Thundering Claws** (thunder) ♦ At-Will

Requirement: The secret must be affected by *horrific visage*.
 Attack: Melee 1 (one creature); +24 vs. AC
 Hit: 3d10 + 17 thunder damage. The secret slides the target 1 square and knocks it prone.

SHADOW

LURKING IN THE SHADOWFELL are many strange and dark monsters. Foremost among these threats are shadows, flickering motes of darkness that subsist on the shadows cast by living creatures. Thought by many to be undead, shadows are in fact creatures that stand on the thin line between life and death. In a shadow's eyes, the world is a web of darkness pierced by annihilating light. The creature views the shadow cast by a living creature as a captive that it must devour in order to liberate it.

LORE

Arcana DC 18: Many folk mistake shadows for undead creatures, but they are instead creatures native to the Shadowfell. They venture into the world to devour and manipulate the stuff of shadows. Some wish to feed off it, while others seek to collect its power to wield for their own sinister purposes.

Shadows hate bright light, and radiant energy is lethal to them. They have no particular weakness to daylight other than the light's ability to reveal their presence. The creatures' reliance on stealth and darkness keeps them confined to dungeons and other dark places.

The number of shadows in the world is increasing each year, as if a powerful force is driving them. Expeditions to the Shadowfell have yet to uncover a power behind them, so perhaps the shadows' increased presence is only a product of their propagation.

ENCOUNTERS

Shadows ally with any creature that offers them the chance to slay living foes. Evil wizards, devotees of dark gods, and humanoid tribes work with shadows, though they view the creatures as unreliable. Shadows have consistently shown that alliances and gods hold little sway over them. A shadow fights alongside a mortal because the relationship is convenient, not because the creature shares a sense of service or duty.

Although few mortals traffic in shadow magic, those who do follow that perilous practice gain the ability to command shadows. Shadows are eager to serve such mortals, as if the shadows know a horrid secret that their mortal master cannot yet comprehend.

SHADOW STALKER

A shadow stalker walks between darkness and light. It flits from shadow to shadow, taking care to avoid the horrid pain of illumination. The creature preys on the shadows of living creatures, devouring them for sustenance. However, it cannot feast upon a shadow while the shadow's owner lives.

Shadow Stalker

Medium shadow humanoid

Level 3 Lurker

XP 150

HP 25; Bloodied 12

Initiative +9

AC 15, Fortitude 14, Reflex 16, Will 14

Perception +3

Speed 8

Darkvision

Resist insubstantial; Vulnerable 5 radiant

TRAITS

Born of Shadows

The stalker can make a Stealth check to become hidden when it has concealment instead of needing total concealment.

STANDARD ACTIONS

☉ Shadowy Touch (necrotic) ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. Reflex

Hit: 1d8 + 6 necrotic damage.

† Shadow Stalk (necrotic) ♦ Recharge when the stalker uses shadow step

Attack: Melee 1 (one creature); +8 vs. Reflex

Hit: 1d6 + 8 necrotic damage, and the stalker shifts into the target's space and melds with its shadow (save ends). While the stalker is melded with the target's shadow, it moves when the target moves without provoking opportunity attacks, and it gains a +4 bonus to all defenses and a +5 bonus to attack rolls against the target. When the target saves, the stalker shifts to a square adjacent to the target.

TRIGGERED ACTIONS

Shadow Step (teleportation) ♦ At-Will

Trigger: A living creature within 5 squares of the stalker drops to 0 hit points or fewer.

Effect (Free Action): The stalker teleports to a square adjacent to the triggering creature and gains a +2 bonus to attack rolls until the end of its next turn.

Skills Stealth +10

Str 12 (+2)

Dex 19 (+5)

Wis 14 (+3)

Con 13 (+2)

Int 12 (+2)

Cha 11 (+1)

Alignment evil

Languages Common

SHADOW STALKERS IN COMBAT

While hunting for prey in the world, a shadow stalker lurks in places where mortals commonly battle. It skulks in the darkness, waiting for living creatures to die so that it can devour their shadows. A creature, whether dead or on the brink of death, turns an unhealthy, pale gray when its shadow is devoured. Only by killing the creature that devoured his or her shadow can the victim regain it.

SHADOW STRANGLER

Like a spellcaster among its kind, a shadow strangler uses the magic of the Shadowfell to control and manipulate darkness. A strangler uses the shadows it devours as fuel for its magic, so it must feed frequently.

Shadow Strangler

Medium shadow humanoid

Level 9 Artillery

XP 400

HP 53; Bloodied 26

Initiative +8

AC 23, Fortitude 18, Reflex 21, Will 22

Perception +6

Speed 8

Darkvision

Resist insubstantial; Vulnerable 5 radiant

TRAITS

Born of Shadows

The strangler can make a Stealth check to become hidden when it has concealment instead of needing total concealment.

SHADOW STRANGLERS IN COMBAT

At a shadow strangler's command, the stuff of raw darkness reaches out to attack and claw at its enemies. Tendrils of shadow wrap around a creature's face and legs, blinding the prey while holding it in place. Victims of these attacks hear the shadow's strange whispers, which tell them that they must die to allow their shadows, their "true forms," to escape.

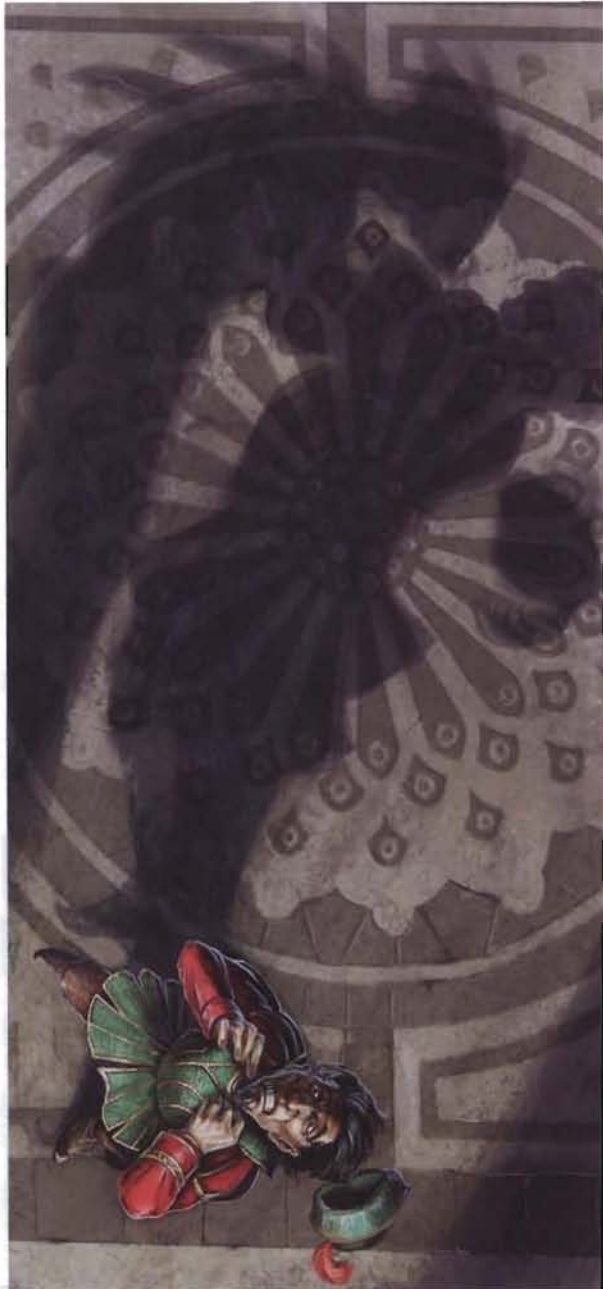
SHADOW PUPPETEER

Although other shadows devour the umbra cast by living creatures, a shadow puppeteer seeks subtler delights. It absorbs the fleeting and almost imperceptible shadows cast by souls as they depart for the afterlife.

Shadow Puppeteer		Level 14 Lurker
Medium shadow humanoid		XP 1,000
HP 74; Bloodied 37		Initiative +17
AC 24, Fortitude 25, Reflex 26, Will 26		Perception +9
Speed 8		Darkvision
Resist insubstantial; Vulnerable 5 radiant		
TRAITS		
Born of Shadows		
The puppeteer can make a Stealth check to become hidden when it has concealment instead of needing total concealment.		
STANDARD ACTIONS		
⊕ Shadow Touch (necrotic, zone) ◆ At-Will		
Attack: Melee 1 (one creature); +17 vs. Reflex		
Hit: 3d6 + 12 necrotic damage, or 3d6 + 17 necrotic damage against a target that cannot see the puppeteer.		
Effect: The puppeteer creates a zone in the target's space and each square adjacent to it. The zone is lightly obscured, and it lasts until the end of the puppeteer's next turn.		
⊕ Shadow Puppet (charm, necrotic) ◆ Recharge when the shadow hits a creature that cannot see it		
Attack: Melee 1 (one creature); +17 vs. Will		
Hit: 2d6 + 5 necrotic damage, or 2d6 + 10 necrotic damage against a target that cannot see the puppeteer. The target is dominated until it starts its turn not adjacent to the shadow.		
Skills Stealth +18		
Str 12 (+8)	Dex 22 (+13)	Wis 14 (+9)
Con 17 (+10)	Int 12 (+8)	Cha 19 (+11)
Alignment evil		Languages Common

SHADOW PUPPETEERS IN COMBAT

A shadow puppeteer rarely leaps into the front of any battle. Instead, it lingers at the edge of combat and hides from one enemy's vision. Then it darts through the battlefield and delivers a strike to seize control of that creature's shadow. The creature forces its new puppet to charge across the battlefield as the shadow and its allies attack the creature while its guard is down. The puppeteer sticks close to its puppet. When the domination ends, the shadow attempts to retreat back to the darkness until it can find another opportunity to turn an enemy into its puppet.



STANDARD ACTIONS

⊕ **Shadowy Touch** (necrotic) ◆ **At-Will**

Attack: Melee 1 (one creature); +12 vs. Reflex

Hit: 2d6 + 5 necrotic damage, and the strangler becomes invisible to the target until the end of the strangler's next turn.

⤵ **Blinding Shadows** (necrotic) ◆ **At-Will**

Attack: Ranged 10 (one creature); +14 vs. Reflex

Hit: 2d6 + 5 necrotic damage, and the target cannot see anything more than 3 squares away from it until the end of the strangler's next turn.

⤵ **Strangling Darkness** (necrotic) ◆ **Recharge** ☼ ☼ ☼

Attack: Ranged 10 (one creature); +14 vs. Fortitude

Hit: The target is restrained and takes ongoing 15 necrotic damage (save ends both).

☼ **Devouring Dark** (necrotic) ◆ **Encounter**

Attack: Area burst 2 within 10 (enemies in burst); +14 vs. Reflex

Hit: 1d10 + 7 necrotic damage, and the target is blinded until the end of the strangler's next turn.

Miss: Half damage.

Skills Arcana +10, Stealth +13

Str 12 (+5)

Dex 19 (+8)

Wis 14 (+6)

Con 17 (+7)

Int 12 (+5)

Cha 19 (+8)

Alignment evil

Languages Common

SHARDMIND

IN THE DAYS OF THE WAR between gods and primordials, the Living Gate stood as a sentinel against the horrid Far Realm. Under the Gate's watchful eye, the Far Realm's power remained in check. In time, mind flayers, beholders, and other aberrant monstrosities sundered the Gate and surged forth to conquer, kill, and enslave.

The Living Gate was not defeated so easily. Though its shattered pieces were spread across the cosmos, its will lived on. From its wreckage arose shardminds, psionic creatures whose bodies were composed of crystal. Driven by a racial memory as old as the cosmos, the shardminds seek to rebuild the Living Gate and end the Far Realm's foul influence.

Some shardminds follow the philosophy of the Shard Slayer. They believe that killing shardminds helps restore the Living Gate. They also see other humanoids as disposable resources useful for eliminating and outmaneuvering their rivals.

LORE

Arcana DC 19: If shardminds can be said to have a common weakness, it is their inability to



understand charity and sacrifice. This weakness gives rise to the Shard Slayer philosophy. This belief system is the one with which most common folk are familiar, because it is the most visible of the three shardmind philosophies. Shardminds of this philosophy scour the planes in search of others of their kind to recruit or slay, all in a deluded mission to restore the Living Gate. In addition, they hunt for psionic artifacts and pieces of the Living Gate.

ENCOUNTERS

Shardminds prefer to work with creatures they can outwit. Ogres, trolls, and orcs are just a few of the brutes that shardminds consider easy to control.

SHARDMIND WARSEEKER

A warseeker wanders from town to town, never lifting the visor on its plate armor. It asks people if they have seen creatures of living crystal or have heard tales of "wizards" who work magic through the power of their

Shardmind Warseeker	Level 6 Soldier
Medium immortal humanoid (living construct)	XP 250
HP 70; Bloodied 35	Initiative +5
AC 22, Fortitude 18, Reflex 16, Will 20	Perception +5
Speed 5	
Resist 5 psychic	
STANDARD ACTIONS	
⚔ Broadsword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d10 + 9 damage.	
Effect: The target is marked until the end of the warseeker's next turn.	
🏹 Crossbow (weapon) ♦ At-Will	
Attack: Ranged 15/30 (one creature); +11 vs. AC	
Hit: 1d8 + 5 damage.	
Effect: The target is marked until the end of the warseeker's next turn.	
MOVE ACTIONS	
🌀 Shardswarm (teleportation) ♦ Encounter	
Effect: Each enemy adjacent to the warseeker grants combat advantage until the end of the warseeker's next turn. The warseeker then teleports 2 squares.	
TRIGGERED ACTIONS	
🧠 Psionic Rebuke (psychic) ♦ At-Will	
Trigger: An enemy marked by the warseeker and within 5 squares of it makes an attack that does not include the warseeker as a target.	
Effect (Immediate Reaction): The triggering enemy takes 5 psychic damage and is dazed until the end of its next turn.	
🔥 Furious Mind ♦ At-Will	
Trigger: The warseeker is first bloodied.	
Effect (No Action): The warseeker gains 10 temporary hit points. Until the end of the encounter, the warseeker takes a -2 penalty to attack rolls and gains a +4 bonus to damage rolls.	
Skills Diplomacy +8, Insight +10, Intimidate +8	
Str 17 (+6)	Dex 10 (+3) Wis 14 (+5)
Con 14 (+5)	Int 13 (+4) Cha 11 (+3)
Alignment evil	Languages Common, Deep Speech, telepathy 5
Equipment plate armor, broadsword, heavy crossbow, 20 bolts	

mind. Its impassive tone matches the dull, iron visage of its faceplate.

When a warseeker hears such stories, it becomes agitated and demands more information. If the tale-teller cannot offer a satisfactory answer, it draws its sword, shrieks in rage, and hacks the person to death. Its fury sated, the warseeker disposes of the body and continues its search.

SHARDMIND WARSEEKERS IN COMBAT

Early in a fight, a warseeker is an impassive, calculating tactician. As the battle progresses and it sustains injuries, it becomes increasingly enraged and frustrated. Eventually, its impassive facade collapses and a berserker's fury overcomes it.

SHARDMIND DOMINATOR

A shardmind dominator perceives the ebb and flow of psychic energy through a creature's mind. To a dominator, seizing control of another creature is as simple and morally acceptable as picking up a rock and throwing it into a pond.

Shardmind Dominator		Level 8 Controller	
Medium immortal humanoid (living construct)		XP 350	
HP 86; Bloodied 43	Initiative +4		
AC 22, Fortitude 17, Reflex 19, Will 21	Perception +13		
Speed 6			
Resist 5 psychic			
STANDARD ACTIONS			
⚔ Dagger (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 3d4 + 9 damage.			
⚡ Overwhelming Mind (charm) ♦ At-Will			
Effect: One creature within 5 squares of the dominator makes a melee or a ranged basic attack as a free action against a target of the dominator's choice. If the attack hits, the dominator slides the attacking creature 3 squares.			
🌀 Psionic Puppet (charm) ♦ Recharge ☞ ☞			
Attack: Ranged 10 (one creature); +11 vs. Will			
Hit: The target is dominated (save ends).			
🌀 Mind Swarm (psychic, zone) ♦ Encounter			
Attack: Area burst 1 within 5 (enemies in burst); +11 vs. Will			
Hit: 2d10 + 7 psychic damage.			
Effect: The burst creates a zone that lasts until the end of the encounter. When any enemy ends its turn within the zone, the dominator can slide it 3 squares as a free action.			
MOVE ACTIONS			
🌀 Shardswarm (teleportation) ♦ Encounter			
Effect: Each enemy adjacent to the dominator grants combat advantage until the end of the dominator's next turn. The dominator then teleports 3 squares.			
Skills Arcana +12, Bluff +10			
Str 11 (+4)	Dex 10 (+4)	Wis 18 (+8)	
Con 14 (+6)	Int 17 (+7)	Cha 13 (+5)	
Alignment evil	Languages Common, Deep Speech, telepathy 5		
Equipment dagger, orb			

SHARDMIND DOMINATORS IN COMBAT

A dominator believes that its victory in a fight is inevitable. The creature laughs haughtily as its attacks render enemies helpless and force them to smash allies.

SHARDMIND EXECUTIONER

A shardmind executioner is a skilled killer dispatched to eliminate rival shardminds before they pose a threat. Shardmind executioners rarely mix with other humanoids unless they are on a mission. They rarely speak aloud, preferring telepathy.

Shardmind Executioner		Level 10 Lurker	
Medium immortal humanoid (living construct)		XP 500	
HP 81; Bloodied 40	Initiative +11		
AC 22, Fortitude 18, Reflex 20, Will 21	Perception +14		
Speed 6			
Resist 5 psychic			
STANDARD ACTIONS			
⚔ Shardblade (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 2d10 + 7 damage.			
🌀 Mind Shadows (psychic) ♦ At-Will			
Attack: Ranged 10 (one creature); +13 vs. Will			
Hit: 1d8 + 4 psychic damage, and the target is blinded until the end of the executioner's next turn.			
⚔ Psychic Infiltration (psychic, weapon) ♦ At-Will			
Attack: Melee 1 (one creature that cannot see the executioner); +13 vs. Will			
Hit: The target takes ongoing 20 psychic damage and is dazed (save ends both). Until the target saves against this effect or drops to 0 hit points or fewer, the executioner is removed from play. When this effect ends, the executioner appears in an unoccupied square of its choice adjacent to the target.			
MOVE ACTIONS			
🌀 Shardswarm (teleportation) ♦ Encounter			
Effect: Each enemy adjacent to the executioner grants combat advantage until the end of the executioner's next turn. The executioner then teleports 3 squares.			
TRIGGERED ACTIONS			
🌀 Psionic Boost (psychic) ♦ Recharge ☞ ☞			
Trigger: The executioner hits with <i>shardblade</i> or <i>mind shadows</i> .			
Effect (Free Action): The attack deals 2d6 extra psychic damage.			
Skills Athletics +11, Bluff +11, Stealth +12			
Str 12 (+6)	Dex 15 (+7)	Wis 19 (+9)	
Con 15 (+7)	Int 20 (+10)	Cha 12 (+6)	
Alignment evil	Languages Common, Deep Speech, telepathy 5		
Equipment greatsword			

SHARDMIND EXECUTIONERS IN COMBAT

A shardmind executioner relentlessly pursues its chosen foe. It assaults its quarry's mind, sending the enemy to a strange dreamscape of endless corridors and shadowy chambers. In this maze of the mind, the executioner remains on its prey's heels, fostering feelings of helplessness and terror in its victim.

SKULK

THE SKULKS COME AT NIGHT, prowling the streets and seeking victims, from the richest merchant to the poorest laborer. Long ago, they were a caste of slaves who toiled for the empire of Bael Turath. When the empire forged a pact with devilkind, it left the skulks out of the agreement. The slaves responded with a night of rage that left cities in flames and nobles, merchant princes, and other slave masters dead, their throats slashed while they slept. The demon lord Graz'zt, delighted by the slaves' treachery, granted those who survived that night the gift of supernatural stealth. To this day, the skulks forsake the trappings of civilization that once kept them in chains. Like predators in the wild, they slink through alleys and streets, stalking their prey until they close in for the kill.

LORE

History DC 16: As Bael Turath crumbled, the skulks danced in their former masters' ruins, yet even the empire's destruction was not enough. The surviving tieflings spread far and wide, and the skulks followed them. Here and there, new tiefling realms took root, but invariably assassinations and murders shattered these nascent societies. When a tiefling champion emerged to reestablish a realm for his or her people, that individual invariably met an untimely and inglorious death in a bed chamber or a back alley. Even today, renowned tieflings, from heroic paladins to devious rogues, disappear more often than other adventurers in the rougher quarters of towns and cities.

In combat, skulks target tieflings in preference over other humanoids. All other things being equal, a skulk would rather sink its blade into the descendants of those who once enslaved and mistreated its ancestors.

ENCOUNTERS

The skulks' debt to Graz'zt is encoded in the *Tome of the Blinded Eye*, a manual that established the compact between the demon lord and the skulks. Followers of the Dark Prince demand and receive absolute obedience from skulks. They dispatch skulks to slay and terrorize enemies of Graz'zt. The mysterious death of the demon Kurland, an enemy of Graz'zt that was found decapitated in his palace of molten iron, points to a terrifying prospect: mighty skulk assassins personally serving the Dark Prince.

SKULK MESMERIST

A group of drunken bravos cheers as one of its number stumbles down an alley to the waiting arms of a beautiful maiden. As the pair disappears into a nearby doorway, the revelers continue on their way. After a guard finds their friend's mutilated corpse the next day, the poor serving wench that a skulk mesmerist mimicked becomes the skulk's second victim as a vengeful mob turns on her.

Skulk Mesmerist		Level 3 Controller
Medium natural humanoid		XP 150
HP 45; Bloodied 22	Initiative +4	
AC 16, Fortitude 14, Reflex 15, Will 16	Perception +3	
Speed 6	Low-light vision	
TRAITS		
Stealthy Step		
The mesmerist does not take a penalty to Stealth checks for moving more than 2 squares or for running.		
STANDARD ACTIONS		
⊕ Short Sword (weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d6 + 6 damage.		
✦ Luring Charm (charm, implement) ⊕ At-Will		
Attack: Ranged 5 (one creature); +6 vs. Will		
Hit: The mesmerist slides the target 4 squares, and the target is dazed until the end of the mesmerist's next turn.		
✦ Mesmerize (charm, implement, psychic) ⊕ Recharge ☼ ☼ ☼		
Attack: Ranged 5 (one creature); +6 vs. Will		
Hit: 2d6 + 6 psychic damage, and the target cannot see enemies other than the mesmerist (save ends).		
MINOR ACTIONS		
⊕ Deceptive Veil (illusion) ⊕ At-Will		
Effect: The mesmerist can disguise itself to appear as any Medium or Small humanoid. A creature that succeeds on a DC 26 Insight check can see through the illusion.		
Skills Arcana +7, Bluff +10, Stealth +9		
Str 12 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 13 (+2)	Int 12 (+2)	Cha 19 (+5)
Alignment chaotic evil Languages Common		
Equipment short sword, wand		

SKULK MESMERISTS IN COMBAT

A skulk mesmerist relies on other skulks, usually murderers, to trail a victim and pick out an appropriate disguise. The mesmerist then appears to its victim as a would-be lover, a hated rival, or a cherished friend, drawing it into an ambush. It particularly likes dilapidated buildings that have weak floors, holes, and other dangerous spots that can make a death seem an accident.

SKULK MURDERER

One murder rarely provokes fear, particularly in a rough town, but the second, third, and fourth cast a chill across the town. Citizens carry daggers with them and look upon strangers with a watchful eye. Nobles remain confined to their homes, leaving only with a couple of bodyguards in tow. Meanwhile, the skulk murderers slip unnoticed through town, seeking their next victim.

Skulk Murderer		Level 3 Lurker	
Medium natural humanoid		XP 150	
HP 37; Bloodied 18	Initiative +8		
AC 17, Fortitude 14, Reflex 16, Will 15	Perception +3		
Speed 6	Low-light vision		
TRAITS			
Peerless Camouflage			
The murderer can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment. The murderer remains hidden after moving if it has cover or concealment after it ends the move.			
Stealthy Step			
The murderer does not take a penalty to Stealth checks for moving more than 2 squares or for running.			
Unseen Strike			
The murderer deals 5 extra damage to any target that couldn't see it at the start of the skulk's turn.			
STANDARD ACTIONS			
⊕ Short Sword (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 1d6 + 6 damage.			
✂ Shuriken Volley (weapon) ♦ Encounter			
Effect: The murderer makes the following attack three times.			
Attack: Ranged 6/12 (one creature); +8 vs. AC			
Hit: 1d4 + 2 damage, and the target is immobilized (save ends).			
Skills Bluff +6, Stealth +14, Streetwise +6, Thievery +9			
Str 12 (+2)	Dex 17 (+4)	Wis 15 (+3)	
Con 13 (+2)	Int 10 (+1)	Cha 11 (+1)	
Alignment chaotic evil Languages Common			
Equipment leather armor, short sword, 3 shurikens			

SKULK MURDERERS IN COMBAT

Only death can slake a skulk murderer's hatred of civilization. These fiends eagerly stop to deliver a coup de grace against a fallen foe. Sometimes, the town guard manages to capture or kill a skulk murderer only because the creature was too intent on hacking at a fallen victim.

SKULK HUNTER

The town guard faces pressure from nobles and merchants to step up its investigations into the mysterious murders that plague the town. When someone finds the guards' best investigators slashed to death in a back alley, even the bravest member of the guard feels the temptation to pin the murder on an unpopular foreigner.

Skulk Hunter		Level 5 Soldier	
Medium natural humanoid		XP 200	
HP 61; Bloodied 30	Initiative +6		
AC 21, Fortitude 18, Reflex 16, Will 17	Perception +9		
Speed 6	Low-light vision		
TRAITS			
Stealthy Step			
The hunter does not take a penalty to Stealth checks for moving more than 2 squares or for running.			
STANDARD ACTIONS			
⊕ Baffling Blade (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 1d8 + 6 damage, and the hunter remains hidden from the target if it was hidden from the target when it attacked.			
Effect: The target is marked until the end of the hunter's next turn.			
⊕ Invisible Blade (weapon) ♦ Recharge ☼ ☼			
Attack: Melee 1 (one creature that cannot see the hunter); +10 vs. AC			
Hit: 2d8 + 6 damage, and ongoing 5 damage (save ends).			
Effect: The target is marked until the end of the hunter's next turn.			
TRIGGERED ACTIONS			
Watchful Hunter ♦ At-Will			
Trigger: An enemy marked by the hunter shifts.			
Effect (Opportunity Action): The hunter can use <i>baffling blade</i> against the triggering enemy.			
Skills Arcana +9, Bluff +12, Stealth +9			
Str 12 (+3)	Dex 15 (+4)	Wis 14 (+4)	
Con 13 (+3)	Int 12 (+3)	Cha 19 (+6)	
Alignment chaotic evil Languages Common			
Equipment leather armor, longsword			

SKULK HUNTERS IN COMBAT

Hunters circle their enemies like sharks, hiding from sight as they move ever closer. When they launch an ambush, they spread out, and each takes on a foe. Skulk hunters pride themselves on slaying the toughest foe, so they usually engage heavily armored fighters and paladins first. Each hunter carries bits of broken armor on its belt, tokens of its former victims.



SLAAD

UNTOUCHED BY THE WRITHING TENDRILS of chaos storms, slaads ride these destructive phenomena and revel in their ruin and mayhem. Yet not all slaads escape the tempests untouched; a few undergo profound transformations by absorbing the storm's power. Some collapse into jellied pools, their forms reduced to iridescent slime. Others transform into creatures that embody chaos, changing constantly in hue.

LORE

Arcana or Religion DC 27: A golden slaad is created when a chaos storm washes across a member of its chromatic kin. The creature's form is unstable, though. A golden slaad collapses into a viscous creature after physical wounds weaken its body.

Necromancers sometimes transform living slaads into undead slaads called putrid slaads. They preserve the slaads' essential chaotic nature, making these creatures deadly but difficult to control. The slaad retains its hunger for wanton destruction, consuming life around it, which is then putrefied and later regurgitated upon foes.

Mages and necromancers create most putrid slaads, but some come into being on their own. Slaads destroyed in the Abyss can rise spontaneously. Such putrid slaads are often forced to submit to the wills of demon lords.

ENCOUNTERS

Slaads gather around their golden kin in the same way that they dance merrily amid chaos storms. A golden slaad shows little interest in forming alliances

with nonslaads, though it fights alongside demons and elementals if the mood strikes it.

Putrid slaads are servants and never masters. Necromancers, dark mages, and anyone else that traffics with the undead keep putrid slaads, but only powerful creatures have any hope of controlling one. Putrid slaads do not mingle with their living kin, with one exception: the void slaad.

GOLDEN SLAAD

A chaos storm burns within the essence of a golden slaad, also known as a chaos slaad. Its gleaming body shines vibrantly as the slaad spreads destruction and



Golden Slaad		Level 20 Controller
Huge elemental humanoid		XP 2,800
HP 193; Bloodied 96	Initiative +15	
AC 32, Fortitude 33, Reflex 30, Will 29	Perception +12	
Speed 8, teleport 6	Low-light vision	
Immune chaos phage		
STANDARD ACTIONS		
⬇ Bite ⬆ At-Will		
Attack: Melee 3 (one creature); +25 vs. AC		
Hit: 2d10 + 13 damage. If the attack roll is odd, the slaad slides the target 3 squares. If the attack roll is even, the target is dazed until the end of the slaad's next turn.		
⬅ Chaos Croak (disease, psychic) ⬆ Recharge ☹ ☹ ☹		
Attack: Close burst 5 (enemies in burst); +23 vs. Will		
Hit: 2d6 + 8 psychic damage. For each target, roll a d6 to determine an additional effect.		
1. The target teleports 1d6 squares in a random direction (roll a d8 to determine the direction).		
2. The target makes a melee basic attack as a free action against a random creature adjacent to it.		
3. The target is stunned until the end of its next turn.		
4. The target is slowed (save ends).		
5. The target takes 10 damage of a random type. Roll a d10: (1) acid, (2) cold, (3) fire, (4) force, (5) lightning, (6) necrotic, (7) poison, (8) psychic, (9) radiant, (10) thunder.		
6. The target is exposed to chaos phage (see page xx). In addition, if the target is dazed by the slaad's bite, it becomes dazed (save ends).		
TRIGGERED ACTIONS		
Amniotic Transformation (polymorph) ⬆ At-Will		
Trigger: The slaad is first bloodied.		
Effect (No Action): The slaad collapses into a viscous heap until the end of the encounter. While in this form, the slaad cannot teleport and its speed drops to 4.		
⬆ Corrosive Pseudopodia (acid, healing) ⬆ At-Will		
Requirement: The slaad must be affected by amniotic transformation.		
Trigger: An enemy adjacent to the slaad moves or makes an attack.		
Attack (Opportunity Action): Melee 1 (triggering enemy); +25 vs. AC		
Hit: 1d6 + 8 acid damage, and the slaad grabs the target.		
Sustain Minor: The slaad sustains all its grabs, and each creature grabbed by the slaad takes 2d6 + 8 acid damage. The slaad regains 5 hit points for each creature grabbed by it.		
Skills Athletics +23, Intimidate +19		
Str 26 (+18)	Dex 20 (+15)	Wis 15 (+12)
Con 25 (+17)	Int 13 (+11)	Cha 18 (+14)
Alignment chaotic evil		Languages Primordial

The target is cured.

◀ **Initial Effect:** A slaad embryo is implanted in the target.

◀▶ The target takes a -2 penalty to Will. While bloodied, the target succumbs to madness and attacks the nearest creature.

▶ **Final State:** The target dies, and a slaad tadpole burrows out of its skull.

mayhem. The slaad's eldritch croaks add a dissonant quality to the crash of chaos storms, though even a golden slaad cannot abide a storm's touch for long. A chaos storm draws power and vigor from the slaad. If a slaad becomes too damaged, it loses the ability to hold its chaotic form together and transforms into an oozy mass.

GOLDEN SLAADS IN COMBAT

A golden slaad seeks to share the wonder of a chaos storm with its enemies. It teleports about the battlefield, sinking its fangs into foes to impart madness. Enemies who hear the baleful croak of a golden slaad find themselves experiencing bizarre and unexpected effects, as if they were within a chaos storm.

PUTRID SLAAD

Elemental creatures are not immune to necromantic magic. Unlike other natives to the Elemental Chaos, slaads are formed from chaos, so when life flees one's corpse, decay consumes the remains in a matter of hours. Thus, to create a putrid slaad, a necromancer must capture a slaad and infuse it with shadow magic while it's still alive. The process is lethal, but the undead creature retains its shape and is as resilient as any other kind of slaad.



Putrid Slaad

Large elemental animate (undead)

Level 19 Brute

XP 2,400

HP 227; Bloodied 113

Initiative +14

AC 30, Fortitude 34, Reflex 30, Will 29

Perception +13

Speed 5, teleport 3

Darkvision

Immune disease, poison; Resist 20 acid, 20 necrotic;

Vulnerable 10 radiant

STANDARD ACTIONS

⊕ Claw ⊕ At-Will

Attack: Melee 2 (one creature); +24 vs. AC

Hit: 2d10 + 10 damage, and the slaad pulls the target 1 square.

⊕ Grasping Claws ⊕ At-Will

Requirement: The slaad must not have a creature grabbed.

Effect: The slaad uses claw twice against one creature. If both attacks hit, the slaad grabs the target.

Cast Aside ⊕ At-Will

Requirement: The slaad must have a creature grabbed.

Effect: The slaad pushes a creature grabbed by it 5 squares, and the pushed creature takes 2d6 + 7 damage. The slaad then makes the following attack centered on the pushed creature.

Attack: Close burst 1 (enemies in burst); +22 vs. Reflex

Hit: 2d6 + 7 damage, and the target falls prone.

← Horrific Spew (acid, necrotic) ⊕ Recharge [1]

Attack: Close blast 3 (creatures in blast); +22 vs. Fortitude, or +24 against a creature grabbed by the slaad

Hit: 2d12 + 5 acid and necrotic damage, and ongoing 20 acid and necrotic damage (save ends).

Str 25 (+16)

Dex 20 (+14)

Wis 18 (+13)

Con 27 (+17)

Int 6 (+7)

Cha 8 (+8)

Alignment chaotic evil

Languages Primordial

PUTRID SLAADS IN COMBAT

Faint, mewling croaks emanate from a putrid slaad. It waddles into battle, its claws pulling enemies close. When it catches a victim, it leans close, opens its cavernous maw, and spews a blend of rot and digestive juices onto its enemy.

SPAWN OF KYUSS

LIKE A CANCER IN THE EARTH, spawn of Kyuss rise from the depths to spread suffering and anguish across the land. Driven by their maker's obscene will, they infect the living and the dead with bright green worms that bend creatures to the will of Kyuss, the Worm that Walks. In frightened whispers, seers prophesize the presence of the spawn as heralding the Age of Worms, the world's apocalyptic end.

Spawn of Kyuss come from the insane fools who heeded Kyuss's diseased vision when he was mortal. After Kyuss slew them to fuel his apotheosis, the worms of his new body spread to their bloated corpses, awakening the creatures to undeath. These grim messengers then became carriers of Kyuss's dark desires and added new victims to their numbers.

LORE

Religion DC 23: The Leprous Chronicles tell of the Age of Worms and the final days before squirming legions annihilate the living. Scribed by the prophet Corbius, who dwelled in seclusion on the Island of Fear, the legend holds that the world will be devoured by an endless hunger, and all that now lives shall be dead and yet walk the world in twisted, writhing forms. Corbius claimed to have witnessed apocalyptic events revealed to him by a dark angel from the endless heavens. One figure dominates his ravings: Kyuss.

If the portents are right, an endless swarm of Kyuss's undead will overrun the strongholds of the living, casting the world into an endless night. Who can say what kingdoms might have already fallen on the borders of the known world? The Age of Worms could already be near.

ENCOUNTERS

Spawn of Kyuss serve only the Worm that Walks and his minions. The only reason they work with others is to further their own ambitions. Alliances with spawn of Kyuss are brief and dangerous, because the spawn see everything in the world as worthy of only one of two fates: death or infection.

SON OF KYUSS

Even when a host is destroyed, Kyuss's worms tend to escape by burrowing into the earth or clinging to their enemies' clothing. When the worms find a new



Son of Kyuss		Level 13 Brute
Medium natural animate (undead)		XP 800
HP 158; Bloodied 79	Initiative +7	
AC 25, Fortitude 25, Reflex 23, Will 24	Perception +6	
Speed 5	Darkvision	
Immune disease, fear, poison; Resist 15 necrotic; Vulnerable 5 fire, 5 radiant		
TRAITS		
☠ Fear of Worms (fear) ◆ Aura 1		
Living creatures within the aura take a -2 penalty to attack rolls against the son of Kyuss.		
STANDARD ACTIONS		
⚔ Slam (disease) ◆ At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d10 + 10 damage, and the target is exposed to touch of Kyuss (see page xx).		
MINOR ACTIONS		
⚔ Burrowing Worm (disease, necrotic) ◆ Recharge ☒ ☒		
Attack: Close burst 1 (one living enemy in burst); +16 vs. Fortitude		
Hit: The target takes ongoing 10 necrotic damage (save ends). In addition, the target is exposed to touch of Kyuss (see page xx).		
First Failed Saving Throw: The ongoing damage increases to 15.		
Second Failed Saving Throw: The target is stunned, and the ongoing damage increases to 20 (save ends both).		
Special: The corpse of any humanoid killed by this attack becomes a wretch of Kyuss at the start of the son of Kyuss's next turn. The wretch must be destroyed before the creature can be raised.		
Str 21 (+11)	Dex 13 (+7)	Wis 11 (+6)
Con 18 (+10)	Int 6 (+4)	Cha 18 (+10)
Alignment chaotic evil Languages –		

Touch of Kyuss

Level 16 Disease

Endurance improve DC 25, maintain DC 20, worsen DC 19 or lower

The target is cured.

◆ **Initial Effect:** The target regains only half the normal hit points when it spends a healing surge. If it dies, it rises immediately as a wretch of Kyuss.

◀▶ The target loses two healing surges. If it drops to 0 or fewer healing surges, it dies and rises immediately as a son of Kyuss.

▶ **Final State:** The target dies and immediately becomes a son of Kyuss.

carcass, they plunge into the corpse and infuse it with terrible power. After a few moments, a new son of Kyuss is born.

SONS OF KYUSS IN COMBAT

Sons of Kyuss stumble forth from the wild's darkness and descend on isolated villages, where they drift from hovel to hovel, bestowing Kyuss's gift upon young and old, living and dead. Many mistake their single-minded purpose for mindlessness. A glimpse into the wriggling eye sockets of a son of Kyuss gives an impression of chilling and intelligent malignity.

WRETCH OF KYUSS

Legends persist of ancient kingdoms of the walking dead, where an outbreak of the touch of Kyuss spawned thousands upon thousands of these wretches. In crumbling cities and villages, these creatures await the signal to begin their long march on civilization. When news of these creatures spreads, people flee the area before the wretches' contagion can touch them.

Wretch of Kyuss		Level 13 Minion Brute	
Medium natural animate (undead)		XP 200	
HP 1; a missed attack never damages a minion.	Initiative +7		
AC 25, Fortitude 26, Reflex 23, Will 24	Perception +8		
Speed 5	Darkvision		
Immune disease, fear, poison; Resist 10 necrotic; Vulnerable 5 radiant			
STANDARD ACTIONS			
⊕ Slam (necrotic) ♦ At-Will			
Attack: Melee 1 (one creature); +18 vs. AC			
Hit: 13 necrotic damage.			
TRIGGERED ACTIONS			
◀ Final Gift (disease, necrotic)			
Trigger: A melee or a ranged attack drops the wretch to 0 hit points.			
Attack (No Action): Close burst 1 (creatures in burst); +16 vs. Fortitude			
Hit: 10 necrotic damage, and the target is exposed to touch of Kyuss (see page xx).			
Str 21 (+11)	Dex 13 (+7)	Wis 15 (+8)	
Con 18 (+10)	Int 4 (+3)	Cha 6 (+4)	
Alignment chaotic evil Languages —			

WRETCHES OF KYUSS IN COMBAT

A wretch of Kyuss lurches toward the nearest living foe, eager to die and spill forth a bounty of writhing, infectious worms.

HERALD OF KYUSS

When Kyuss casts his baleful gaze and raises a shuddering finger to direct his children, his heralds go forth to announce the coming doom. Kyuss created heralds from the legion angels dispatched by the gods to slay him. He infused each one with a profane worm plucked from his squirming body.

Herald of Kyuss		Level 16 Artillery	
Medium immortal animate (undead)		XP 1,400	
HP 116; Bloodied 58	Initiative +12		
AC 28, Fortitude 26, Reflex 27, Will 28	Perception +11		
Speed 6, fly 6 (hover)	Darkvision		
Immune disease, fear, poison; Resist 15 necrotic; Vulnerable 5 fire, 5 radiant			
TRAITS			
☼ Fear of Worms (fear) ♦ Aura 1			
Living creatures within the aura take a -2 penalty to attack rolls against the herald of Kyuss.			
☼ Writhing Host (necrotic) ♦ Aura 1			
Any enemy that starts its turn within the aura takes 10 necrotic damage.			
STANDARD ACTIONS			
⊕ Rotting Caress (disease, necrotic) ♦ At-Will			
Attack: Melee 1 (one creature); +21 vs. AC			
Hit: 2d6 + 4 necrotic damage, and the target is exposed to touch of Kyuss (see page xx).			
✦ Writhing Pronouncement (disease, necrotic) ♦ At-Will			
Attack: Ranged 20 (one creature); +21 vs. Fortitude			
Hit: 2d6 + 10 necrotic damage, and ongoing 5 necrotic damage (save ends). In addition, the target is exposed to touch of Kyuss.			
First Failed Saving Throw: The ongoing damage increases to 10, and the target is dazed (save ends both).			
Second Failed Saving Throw: The ongoing damage increases to 15, and the target is stunned instead of dazed (save ends both).			
Special: The corpse of any humanoid killed by this attack becomes a wretch of Kyuss at the start of the herald of Kyuss's next turn. The wretch must be destroyed before the creature can be raised.			
✦ Eruption of Maggots (disease, necrotic, zone) ♦ Encounter			
Attack: Area burst 2 within 10 (living creatures in burst); +21 vs. Fortitude			
Hit: 2d6 + 6 necrotic damage, and ongoing 5 necrotic damage (save ends). In addition, the target is exposed to touch of Kyuss (see page xx).			
Effect: The burst creates a zone that lasts until the end of the encounter. Any living creature that enters the zone or ends its turn there takes 15 necrotic damage.			
Str 11 (+8)	Dex 19 (+12)	Wis 17 (+11)	
Con 14 (+10)	Int 6 (+6)	Cha 22 (+14)	
Alignment chaotic evil Languages —			

HERALDS OF KYUSS IN COMBAT

When a herald of Kyuss appears, all hear its master's name in the susurrus created by the herald's attendant swarms. If listeners ignore the glory of its master's name, the herald focuses its wrath upon those people. It calls forth worms and maggots to devour foes, producing more wretches of Kyuss to spread misery and disease.

SPIDER

SPIDERS HAVE A SINISTER REPUTATION, since the evil goddess Lolth has long been acknowledged as their queen. Whether prodded into battle by drow or goblins, or hunting alone in the dim reaches of a dungeon, spiders have claimed the lives of an untold numbers of adventurers.

ENCOUNTERS

Evil humanoids that dwell in subterranean depths use spiders as beasts of war. The spriggans of the Feywild use spiders to create web barriers in their haunted forests. In the Elemental Chaos, drow agents of Lolth rarely travel anywhere without a pack of spider guardians.

AMBUSH SPIDER

These wily hunters hide among the hidden niches of rock formations and behind curtains of webbing until prey comes near.

AMBUSH SPIDERS IN COMBAT

An ambush spider weaves thick sheets of webbing in its lair to cover the walls and ceilings. From behind these curtains, it leaps forward, attacking its prey



Ambush Spider		Level 2 Lurker
Medium natural beast (spider)		XP 125
HP 28; Bloodied 14	Initiative +8	
AC 16, Fortitude 12, Reflex 14, Will 13	Perception +8	
Speed 8, climb 8 (spider climb)	Tremorsense 5	
TRAITS		
Camouflage		
The spider can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment.		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 5 damage.		
⊕ Venomous Bite (poison) ◆ At-Will		
Attack: Melee 1 (one creature the spider is hidden from); +7 vs. AC		
Hit: 1d8 + 5 damage, and the target is slowed and takes ongoing 5 poison damage (save ends both).		
First Failed Saving Throw: The target is immobilized instead of slowed and takes ongoing 5 poison damage (save ends both).		
Special: When charging, the spider can use this power in place of a melee basic attack.		
Skills Acrobatics +9, Stealth +9		
Str 13 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 10 (+1)	Int 4 (-2)	Cha 7 (-1)
Alignment unaligned		Languages –

with lightning-fast precision before scurrying back into the darkness. In the secure shadows, it allows its poison to affect quarry before attacking again.

SPIDERLING

This immature spider might appear to be a minor threat at first, but poison from multiple spiderling bites can bring down a minotaur.

Spiderling		Level 4 Minion Skirmisher
Small natural beast (spider)		XP 44
HP 1; a missed attack never damages a minion.	Initiative +6	
AC 18, Fortitude 14, Reflex 16, Will 15	Perception +3	
Speed 6, climb 6 (spider climb)	Tremorsense 5	
STANDARD ACTIONS		
⊕ Bite (poison) ◆ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2 poison damage, and the target gains vulnerable 5 poison until the end of the spiderling's next turn. If the target already has vulnerability to poison damage, increase the vulnerability by 2.		
Skills Acrobatics +9		
Str 11 (+2)	Dex 15 (+4)	Wis 12 (+3)
Con 10 (+2)	Int 4 (-1)	Cha 7 (+0)
Alignment unaligned		Languages –

SPIDERLINGS IN COMBAT

Spiderlings attack in waves, streaming from their nest to overwhelm prey with their venom. Although they possess only animal intelligence, spiderlings are clever enough to pile onto one target, and they know to avoid prey in heavy armor.

FEYSPITTER SPIDER

Travelers to the Feywild learn to avoid forest clearings that have been trampled. Flowers and small plants crushed by the marks of dozens of bootprints indicate the presence of deadly feyspitter spiders. These spiders have feytouched venom that sends its victims into a dreamlike dance.

Feyspitter Spider		Level 7 Controller	
Medium fey beast (spider)		XP 300	
HP 80; Bloodied 40		Initiative +6	
AC 21, Fortitude 19, Reflex 19, Will 18		Perception +5	
Speed 6, climb 6 (spider climb)		Tremorsense 5	
STANDARD ACTIONS			
⊕ Bite (poison) ◆ At-Will			
Attack: Melee 1 (one creature); +12 vs. AC			
Hit: 1d6 + 7 damage, and ongoing 5 poison damage (save ends).			
Each Failed Saving Throw: The spider slides the target 3 squares.			
⚡ Poison Spittle (poison) ◆ At-Will			
Attack: Close blast 3 (creatures in blast); +10 vs. Will			
Hit: Ongoing 10 poison damage (save ends).			
Each Failed Saving Throw: The spider slides the target 3 squares.			
TRIGGERED ACTIONS			
⚡ Fey Leap (teleportation) ◆ Recharge [X] [i]			
Trigger: An enemy hits the spider with a melee attack.			
Effect (Immediate Interrupt): The spider teleports 3 squares.			
Skills Acrobatics +11			
Str 13 (+4)	Dex 16 (+6)	Wis 14 (+5)	
Con 16 (+6)	Int 7 (+1)	Cha 11 (+3)	
Alignment unaligned		Languages –	

FEYSPITTER SPIDERS IN COMBAT

A feyspitter spider uses fey magic to compel its victims to dance into traps, pits, and other hazards. Kobolds, goblins, sprites, and spriggans recruit these spiders with gifts of food and treasure, hoping to have them guard areas sown with perils.

LOLTH'S REAVER

The most favored among Lolth's spiders are weaned on the blood of elves, eladrin, angels, and demons. In time, they grow to monstrous size. These beasts serve as pets, guardians, and mounts in Lolth's mightiest temples.

Lolth's Reaver		Level 25 Brute	
Large elemental beast (mount, spider)		XP 7,000	
HP 287; Bloodied 143		Initiative +14	
AC 37, Fortitude 37, Reflex 34, Will 35		Perception +19	
Speed 8, climb 6 (spider climb)		Tremorsense 5	
TRAITS			
Web Saddle (mount) ◆ At-Will			
While a friendly rider of 25th level or higher is mounted on the Lolth's reaver, the rider cannot be dismounted from the reaver by forced movement.			
STANDARD ACTIONS			
⊕ Bite (poison) ◆ At-Will			
Attack: Melee 1 (one creature); +30 vs. AC			
Hit: 3d10 + 5 damage, and ongoing 20 poison damage (save ends).			
☞ Grasping Thread ◆ At-Will			
Attack: Ranged 10 (one creature); +28 vs. Reflex			
Hit: The reaver pulls the target 5 squares, and the target is restrained (save ends).			
Each Failed Saving Throw: The reaver pulls the target 5 squares.			
⚡ Web Leap ◆ Encounter			
Effect: The reaver jumps 8 squares without provoking opportunity attacks. The reaver then makes the following attack.			
Attack: Close blast 3 (enemies in blast); +28 vs. Reflex			
Hit: 3d12 + 12 damage, and the target falls prone and cannot stand up (save ends).			
Str 28 (+21)	Dex 15 (+14)	Wis 25 (+19)	
Con 27 (+20)	Int 14 (+14)	Cha 14 (+14)	
Alignment chaotic evil		Languages Elven, Abyssal	

LOLTH'S REAVERS IN COMBAT

In battle, a reaver attacks elves and eladrin before any other targets. Raised on the blood of such creatures, it hungers for a fresh meal. It launches long, ropy strands of webbing and drags prey into its deadly mandibles.

SPIDER WEBS

Spiders can spin walls of thick webbing, though the process is too long and involved for the spider to do so during a battle. You can use the following terrain features to represent the webbing found in a spider's lair. Use DCs appropriate for the encounter's level based on the table on page 42 of the *Dungeon Master's Guide*.

Web Sheets: A spider can weave a nearly invisible wall of sticky webbing to catch unwary intruders. A Perception check (hard DC) allows a character to spot the webbing. A creature that enters the web's space is subject to an attack (encounter level + 3 vs. Reflex). On a hit, the target

is immobilized (save ends). A close or area fire attack destroys the web, and a melee fire attack can destroy 1 square of the sheet.

Cobwebs: A spider can weave thick webs to cover the walls and ceilings to conceal its presence. These webs provide total concealment, though the spider's tremorsense allows it to "see" through them without penalty. Spiders use these webs to sneak up on victims or drop on them from above, using the Acrobatics skill to avoid falling prone and taking damage.

STAR SPAWN

DISTANT STARS GLIMMER IN THE REACHES of the cosmos, portending the advent of sinister creatures, the culmination of dark conspiracies, and the occurrence of catastrophes. In the world, a green star flares brightly in the night, watched only by cloistered scholars and mad warlocks. With the sound of a thousand screams, a rift tears through the fabric of reality, releasing an aberrant monstrosity into the world. It surveys the surroundings and spots the glimmer of lantern light from a nearby farm. The creature then creeps forward, advancing on its target.

Star spawn come in all shapes and sizes, but most bear a semblance of humanoid features. The stars are their only masters. Although nihilistic cultists offer frenzied petitions to star spawn, the creatures follow their own ambitions. Warped by proximity to the Far Realm, the creatures have a purpose incomprehensible to even the most unbalanced humanoids. Regardless, one can be sure that the appearance of a star spawn is a harbinger of terrible things to come.

LORE

Dungeoneering DC 33: Before his disappearance, the warlock Thulzar posed a question to the scholars and philosophers of the world. "Why do some stars hate the world?" he asked. None could answer the question, because the stars and their spawn have remained quiescent about what motivates their loathing.

A silent war has persisted between the stars and the world for millennia. Sometimes called the Forgotten War, owing to the subtlety of the conflict compared to the Dawn War, this battle is more significant than most believe. Star spawn are the stars' soldiers in this battle, and through these creatures' influence in the world, the stars seek to unravel civilization—and, ultimately, life.

With the aid of powerful looking-glasses, a few warlocks have dared to search the deepest parts of the sky for the answer to Thulzar's question. Those who have retained their sanity—who have seen the place where the Far Realm meets the oblivion of space—have seen dark, sinister creatures stirring. Forgotten by the gods and the primordials, these malevolent creatures wait for something. They watch as Allabar, Opener of the Way, glides patiently across the sky, inciting the stars to war.

ENCOUNTERS

When a star spawn descends from the sky, it has no allies. Soon after, it might have an entire cult or town under its thrall. A spawn such as an emissary of Caiphon might disguise its form to insinuate itself

within a town, gaining powerful allies there. Because star spawn seek to cause chaos and destruction, they find allies among demons, tulgars, undead, elements, beholders, mind flayers, and aboleths. Whether they are leaders or servants to such creatures, the spawn hold no allegiance to their allies; whether those creatures live or die is of little concern. Self-interest and the interest of the star it represents is a star spawn's only motivation.

SPAWN OF ULBAN

A bolt of blue fire comes streaking down from the cosmos, racing across the night sky above a peaceful kingdom. The kingdom's citizens look on with awe, yet soon they see the significance of the event. Rebellions spring up in the realm's borders, and soothsayers cannot sense the future or provide guidance to the kingdom's leaders.

The spawn of Ulban is a cunning star spawn whose presence upsets creatures' ability to distinguish friend from foe.

Spawn of Ulban	Level 26 Controller	
Medium aberrant humanoid	XP 9,000	
HP 241; Bloodied 120	Initiative +22	
AC 40, Fortitude 37, Reflex 39, Will 38	Perception +25	
Speed 8	Darkvision	
Immune dominate (any enemy that hits with a power that would dominate the spawn is instead dominated by it [save ends])		
STANDARD ACTIONS		
⊕ Bluefire Strike (cold, fire) ◆ At-Will		
Attack: Melee 1 (one creature); +29 vs. Reflex		
Hit: 3d8 + 12 cold and fire damage, and the target is dazed until the end of its next turn.		
↓ Touch of Strife (charm) ◆ At-Will		
Attack: Melee 1 (one creature); +29 vs. Will		
Hit: 2d10 + 5 psychic damage, and the target makes a melee or a ranged basic attack as a free action against a creature of the spawn's choice.		
← Ripple of Betrayal (charm, psychic) ◆ Recharge ☼ ☼		
Attack: Close burst 1 (enemies in burst); +29 vs. Will		
Hit: 3d10 + 5 psychic damage, and the target is dominated (save ends).		
MINOR ACTIONS		
Far Realm Reflection ◆ At-Will		
Effect: Choose one creature the spawn of Ulban can see. The spawn forms an eldritch bond with that creature until the end of the encounter or until the spawn uses this power again.		
Whenever the target of this power shifts, the spawn can shift an equal number of squares as a free action.		
TRIGGERED ACTIONS		
Psionic Boost (psychic) ◆ Recharge when the spawn takes psychic damage		
Trigger: The spawn hits with <i>bluefire strike</i> or <i>touch of strife</i> .		
Effect (Free Action): The attack deals 3d10 extra psychic damage.		
Skills Bluff +26, Diplomacy +26, Insight +25		
Str 22 (+19)	Dex 29 (+22)	Wis 24 (+20)
Con 25 (+20)	Int 26 (+21)	Cha 27 (+21)
Alignment evil		Languages Common, Deep Speech



Spawn of Ulban

SPAWNS OF ULBAN IN COMBAT

A spawn of Ulban assures itself a place of security while it undermines those around it. Foes must fight their way through traps and lackeys before they can confront one of these creatures. Even then, the spawn is a nimble combatant. For these reasons, a spawn of Ulban makes an excellent villain or villain's sidekick.

EMISSARY OF CAIPHON

Caiphon lurks on the horizon and watches the world day and night. With each passing year, it bides its time, providing guidance. As times grow hard and a community is beset by famine, plague, or oppression, Caiphon grows bright, as if to remind people of its reassuring presence. When prayers to gods fail, people offer whispered pleas to the star for help. And Caiphon listens. When their calls grow loud enough, Caiphon sends one of its emissaries.

A stranger might arrive in town one day, offering hints for how the people might end their suffering: The stranger subtly suggests that because the lord of the town hasn't been afflicted by the plague yet, perhaps he has a cure. Soon, those who whispered pleas to Caiphon lie strewn across a vacant battlefield or at the walls of a fortress, victims of a desperate revolt they staged at the suggestion of the stranger.

Emissary of Caiphon		Level 28 Controller (Leader)
Medium aberrant humanoid		XP 13,000
HP 257; Bloodied 128	Initiative +23	
AC 42, Fortitude 38, Reflex 41, Will 41	Perception +21	
Speed 6	Darkvision	
TRAITS		
☼ Aura of Ruin ◆ Aura 2		
Enemies within the aura take a -2 penalty to saving throws.		
Blinding Backfire		
Any enemy that hits with a power that would blind the emissary of Caiphon is instead blinded (save ends).		
STANDARD ACTIONS		
⊕ Touch of Despair (psychic) ◆ At-Will		
Attack: Melee 1 (one creature); +31 vs. Reflex		
Hit: 4d6 + 12 damage, and the target takes 20 psychic damage the first time it fails a saving throw before the start of the emissary's next turn.		
⤴ Blinded by Greed (charm, psychic) ◆ At-Will		
Attack: Ranged 10 (one creature); +31 vs. Will		
Hit: 3d6 + 8 psychic damage, and the emissary slides the target 2 squares. The target then makes a melee basic attack as a free action against a target of the emissary's choice.		
⤴ Blinded by Need (charm, psychic) ◆ At-Will		
Attack: Ranged 10 (one creature); +31 vs. Will		
Hit: 3d8 + 18 psychic damage, and the emissary chooses one of its allies. The target is marked by this ally. Until the end of the emissary's next turn, the emissary and all its allies except the chosen ally are invisible to the target.		
MINOR ACTIONS		
☼ Deceptive Veil (illusion) ◆ At-Will		
Effect: The emissary can disguise itself to appear as any Medium or Small humanoid. A creature that succeeds on a DC 40 Insight check can see through the illusion.		
⤴ Invocation of Calamity ◆ Recharge when first bloodied		
Attack: Ranged 5 (one creature); +33 vs. Will		
Hit: The target fails any saving throws it makes until the end of the emissary's next turn.		
TRIGGERED ACTIONS		
☼ Psionic Boost (psychic) ◆ Recharge when the emissary takes psychic damage		
Trigger: The emissary hits with <i>blinded by greed</i> or <i>blinded by need</i> .		
Effect (Free Action): The attack deals 3d10 extra psychic damage.		
Foretelling of Doom		
Trigger: The emissary drops to 0 hit points.		
Effect (Immediate Interrupt): One enemy within 10 squares of the emissary that is subject to an effect that a save can end takes a -5 penalty to all saving throws against that effect until the end of the encounter.		
Skills Bluff +26, Diplomacy +26, Insight +25		
Str 22 (+20)	Dex 29 (+23)	Wis 24 (+21)
Con 25 (+21)	Int 26 (+22)	Cha 27 (+22)
Alignment evil		Languages Common, Deep Speech

EMISSARIES OF CAIPHON IN COMBAT

An emissary of Caiphon magically disguises itself as a humanoid while it works to bring about the downfall of those around it. The creature operates covertly within a society, studying its inhabitants and learning their weaknesses. Thus, when one confronts an emissary of Caiphon, the creature already knows a good deal about its enemies. An emissary might jeer during combat to incite its foes to be reckless, or it perhaps has gathered allies that are resistant to the types of attacks its enemies make.



Serpent of Nihal and emissary of Caiphon

SERPENT OF NIHAL

The dreaded serpents of Nihal have long held a place of infamy in the annals of history. The jungle nation of Az-Kiral once had a mighty presence in the world due to backing from Zehir and his snaketongue cultists and yuan-ti. The leaders of the nation sought more power than Zehir alone could offer, and they began to search the stars for a force that would help them grow their nation into an empire. They found their solution in the form of Nihal, sometimes called the Serpent Star because of its slithering route across the sky. They created a portal to the star, and through it they brought serpents made of star-stuff into the world. Nihal had different plans, though, and the onslaught of serpents consumed the nation's inhabitants, leaving its cities desolate. The dreaded serpents still wander the jungles of the cosmos, swallowing any prey they find, feeding Nihal's unceasing hunger.

Serpent of Nihal		Level 29 Minion Lurker
Medium aberrant beast		XP 3,750
HP 1; a missed attack never damages a minion.		Initiative +28
AC 43, Fortitude 40, Reflex 43, Will 40		Perception +22
Speed 7		Darkvision
Resist 20 all damage		
STANDARD ACTIONS		
⊕ Mindbite (psychic) ⚡ At-Will		
Attack: Melee 1 (one creature); +32 vs. Will		
Hit: 15 psychic damage, and if the target has two or more of the serpent's allies adjacent to it, the target takes 8 extra damage and cannot spend action points or power points (save ends).		
TRIGGERED ACTIONS		
Depart Reality ⚡ At-Will		
Trigger: An enemy misses the serpent.		
Effect (Immediate Reaction): The serpent is removed from play until the start of its next turn. The serpent then appears in an unoccupied square within 20 squares of its original location and adjacent to an enemy.		
Sudden Reality Warp ⚡ Encounter		
Trigger: The serpent rolls initiative.		
Effect (Free Action): The serpent is removed from play. At the start of the serpent's first turn, it appears in an unoccupied square within 20 squares of its original location and adjacent to an enemy.		
Str 26 (+22)	Dex 30 (+24)	Wis 26 (+22)
Con 24 (+21)	Int 3 (+10)	Cha 17 (+17)
Alignment chaotic evil		Languages –

SERPENTS OF NIHAL IN COMBAT

Where one serpent of Nihal is present, more lurk nearby. A serpent blinks in and out of reality, so in combat, a group of them might appear initially, only to be followed by more and more as the first round unfolds. A serpent on its own acts at the behest of Nihal. A powerful master might control a group of serpents, sending a slithering mass against its foes.

ALLABAR, OPENER OF THE WAY

As it wanders the sky, Allabar seeks to fulfill a dire vision of the cosmos. A few stars are not confined to stationary positions, bound to watch distant worlds and exert minimal influence. Allabar is one such star, and it has used its mobility to generate strife between the creatures of the stars and those of the world. In the early days of creation, the primordials created Allabar as a planet like the mortal world. The gods noticed the primordials' new creation and experimented with it, attempting to create a thinking, living planet. The gods managed to ignite a spark of life within the planet, but they feared the power that their creation possessed. Thus, they cast away the planet, Allabar, into the Far Realm.

In the Far Realm, Allabar was warped in body and mind, so when it returned to the cosmos millennia later, it came full of cunning and malevolence. In the intervening years, Allabar has instigated the stars' hatred of the world. It has used its power to help create star spawn and transport them into the world



Allabar

to sow chaos. Its ultimate goal might be nothing short of the world's destruction, or it might plot something more sinister—perhaps to transform the world into a perverted semblance of life, much like itself.

ALLABAR IN COMBAT

Allabar is intelligent and cunning, so it tries to fight on its own terms. Allabar works to keep its foes close so that when they inevitably die, it can absorb them into its fleshy bulk. When Allabar is bloodied and senses that its enemies pose a true threat, it sprouts more tentacles and enters into a flurry of attacks.

USING ALLABAR IN YOUR GAME

Allabar should figure into a campaign as a climactic villain that enters the world through an eldritch portal, or it should be an entity the characters encounter in the far reaches of the Astral Sea. Allabar is the type of creature that works from afar, manipulating star spawn and other lackeys within the world. When confronted, the creature communicates in combat, foretelling the dire fate of the world and each of its enemies. Although the ravages of the Far Realm have rendered the creature half insane, it still possesses a keen intellect and cruelty.

As a planetary entity, Allabar is Gargantuan. However, you can also increase or reduce its size to modify the scale of the encounter. Obviously, the characters can't fight something that is the size of a real planet, so you have a couple of options for framing the encounter's narrative. The creature that the characters fight could be an avatar of Allabar, and upon its defeat, Allabar might disappear from the sky—its light forever snuffed out. Alternatively, Allabar could reduce its size before the fight, condensing its form into a creature better suited for confronting its audacious enemies.

Allabar, Opener of the Way		Level 30 Solo Soldier
Gargantuan aberrant animate		XP 95,000
HP 1,100; Bloodied 550	Initiative +25	
AC 45, Fortitude 43, Reflex 41, Will 43	Perception +25	
Speed 6, fly 6 (hover)	Darkvision	
Saving Throws +5; Action Points 2		
TRAITS		
☼ Gravity Well ◆ Aura 20		
Any enemy that starts its turn within the aura is pulled a number of squares depending on Allabar's current hit points: 776 to 1,100, 1 square; 551 to 775, 2 squares; 226 to 550, 4 squares; 1 to 225, 8 squares.		
All-Around Vision		
Enemies can't gain combat advantage by flanking Allabar.		
Bloodied Fury		
Whenever Allabar is bloodied, it gains an extra standard action during each turn, even if it is dazed.		
STANDARD ACTIONS		
⊕ Tentacle ◆ At-Will		
Attack: Melee 4 (one creature); +35 vs. AC		
Hit: 3d8 + 15 damage, and the target is restrained until the end of Allabar's next turn.		
⊕ Triple Attack ◆ At-Will		
Effect: Allabar uses <i>tentacle</i> three times, making each attack against a different target.		
⊕ Devour Body ◆ At-Will		
Attack: Close burst 1 (enemies in burst at 0 hit points or fewer); +33 vs. Fortitude		
Hit: Allabar pulls the target into its space, the target dies, and psionic boost recharges.		
⊕ Wrath of the Forsaken World (psionic) ◆ Recharge ☼ [1]		
Attack: Close blast 5 (enemies in blast); +33 vs. Fortitude		
Hit: 4d10 + 25 psychic damage, and the target sprouts a hostile tentacle (save ends). While the target is affected by the hostile tentacle, any ally of the target that ends its turn within 2 squares of the target takes 20 damage.		
MINOR ACTIONS		
⊕ Unravel Essence ◆ Recharge when no enemy is affected by this power		
Attack: Melee 4 (one creature); +33 vs. Fortitude		
Hit: Ongoing 20 damage (save ends).		
First Failed Saving Throw: The ongoing damage increases to 25.		
Second Failed Saving Throw: The target is also weakened and insubstantial (save ends all).		
Third Failed Saving Throw: The target drops to 0 hit points unless it is already below 0 hit points.		
TRIGGERED ACTIONS		
Psionic Boost (psionic) ◆ Recharge when Allabar takes psychic damage		
Trigger: Allabar hits with <i>tentacle</i> .		
Effect (Free Action): The attack deals 4d10 extra psychic damage.		
Psionic Feedback ◆ At-Will		
Trigger: An enemy damages Allabar.		
Effect (Immediate Reaction): The triggering enemy is dazed (save ends).		
Skills Arcana +29, Dungeoneering +30, History +29, Religion +29		
Str 30 (+25)	Dex 26 (+23)	Wis 31 (+25)
Con 27 (+23)	Int 29 (+24)	Cha 28 (+24)
Alignment evil		Languages Deep Speech, telepathy 50

SU MONSTER

KNOWN AS THE "WOLF OF THE TREETOPS," a su monster is a territorial creature with unnatural cunning. It moves unheard among the trees, communicating silently by using its strong, prehensile tail to make gestures. A su monster kills far more than it can eat. It buries the remains of an unfinished meal just below the ground, marking the location with whatever treasures the victim might have. More than one adventurer has stumbled into one of these natural meat lockers after spotting the valuables hanging on trees.

LORE

History DC 19: Su monsters come from the Isle of Dread, a jungle island based in the Feywild. A wizard named Halkith created the creatures to guard his tower from the island's other inhabitants, including yuan-ti and hostile humanoid tribes. To create su monsters, Halkith combined the intellect and cunning of primates with the strength and stealth of fey panthers. Halkith also gifted the su monsters with a psychic link, which allowed him to monitor the island's activities from his tower. However, when an event sent psionic energy flooding into the world, the power overwhelmed the creatures, transforming their psyches and driving them mad. Halkith disappeared soon after that, either killed by his creations or forced to flee to another demesne. Once the su monsters broke from the bond of their creator, they spread across the planes and took up residence in jungles and around sources of psionic power.

ENCOUNTERS

When not encountered in the wild, su monsters serve spellcasters and powerful psionic creatures as guards. A warlock or a wizard might array su monsters in the forest around a stronghold or tower, or the spellcaster could have a menagerie where he or she keeps the beasts. Su monsters are smart enough to create their own collectives, though, and sometimes su monsters form primitive alliances with other beasts in their territory.

SU SENTINEL

Most of a su tribe's members are su sentinels. One su sentinel watches over a vast swath of jungle from a hollow it created in the trunk of a large tree. A su sentinel might watch

an area for several days before returning to a tribe's lair. If it spots potential prey, it returns to report the quarry to the tribe.

Su Sentinel		Level 10 Skirmisher
Medium fey beast		XP 500
HP 107; Bloodied 53		Initiative +12
AC 24, Fortitude 22, Reflex 24, Will 21		Perception +13
Speed 7 (forest walk), climb 7		Darkvision
TRAITS		
Skirmish		
If the sentinel moves at least 4 squares away from its starting square, its attacks deal 5 extra damage until the start of its next turn.		
STANDARD ACTIONS		
⊕ Claw ◆ At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 3d6 + 7 damage.		
† Flashing Talons ◆ At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d6 + 4 damage, and if the target moves willingly into a space adjacent to the sentinel before the end of the target's next turn, the sentinel can use this attack against the target as an immediate reaction.		
Effect: The sentinel shifts 2 squares.		
† Mind-Rending Bite (psionic) ◆ Recharge ☼ ☼ ☼ ☼ ☼ ☼ ☼ ☼ ☼ ☼		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 1d6 + 5 damage, and ongoing 10 psychic damage (save ends).		
TRIGGERED ACTIONS		
Psionic Boost (psionic) ◆ Recharge when the sentinel takes psychic damage		
Trigger: The sentinel hits with <i>claw</i> or <i>flashing talons</i> .		
Effect (Free Action): The attack deals 2d6 extra psychic damage.		
† Tribal Fury ◆ At-Will		
Trigger: An ally within 3 squares is first bloodied.		
Effect (Free Action): The sentinel uses <i>claw</i> .		
Skills Acrobatics +15, Athletics +13, Stealth +15		
Str 16 (+8)	Dex 21 (+10)	Wis 17 (+8)
Con 19 (+9)	Int 2 (+1)	Cha 14 (+7)
Alignment unaligned		Languages –



SU SENTINELS IN COMBAT

Su sentinels are patient creatures that wait for the perfect opportunity to drop down from treetops, tree hollows, walls, or cliff sides. They use terrain to their advantage, waiting until prey enters an area where the sentinels can use their climb speed and forest walk.

SU AMBUSER

A long palisade points toward a dense forest, protecting a settlement's inhabitants from the creatures that lurk in the woods. In the night, a couple of lone members of the militia keep a lookout, searching for movement. The fields that stand between the settlement and the forest are wide and open, yet only when a militia member hears the anxious whinny of a nearby horse does the group detect movement. The warning bell is never rung. In the morning, a half-dozen trails of blood lead back to the forest, grim evidence of the night's events.

Su Ambusher Medium fey beast	Level 11 Minion Soldier XP 150
HP 1; a missed attack never damages a minion.	Initiative +13
AC 27, Fortitude 21, Reflex 25, Will 23	Perception +14
Speed 7 (forest walk), climb 7	Darkvision
STANDARD ACTIONS	
⊕ Claw ♦ At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 8 damage.	
⊕ Seize Prey ♦ At-Will	
Effect: The ambusher moves its speed and makes the following attack at any point during the move.	
Attack: Melee 1 (one creature); +14 vs. Fortitude	
Hit: 8 damage. If the ambusher continues the move after the attack, it pulls the target with it and does not provoke opportunity attacks from the target.	
TRIGGERED ACTIONS	
⊕ Tribal Fury ♦ Encounter	
Trigger: An ally within 3 squares is first bloodied.	
Effect (Free Action): The ambusher uses <i>claw</i> .	
⊕ Grasping Claws ♦ Death	
Trigger: The ambusher drops to 0 hit points.	
Effect (Immediate Interrupt): The ambusher uses <i>claw</i> .	
Skills Acrobatics +16, Athletics +13, Stealth +16	
Str 16 (+8)	Dex 22 (+11) Wis 19 (+9)
Con 17 (+8)	Int 2 (+1) Cha 14 (+7)
Alignment unaligned Languages –	

SU AMBUSHERS IN COMBAT

A group of su ambushers lurks around a clearing, waiting for a herd of animals or a company of adventurers to walk through. In combat, su ambushers work with allies to isolate prey by seizing foes and carrying them to the far reaches of the battlefield. Su ambushers focus their attacks on smaller creatures, such as halflings and gnomes.

SU ALPHA

Competition is fierce in su tribes because ascending to the alpha position requires both strength and cunning. Contests for dominance in a tribe result in the death or exile of the loser. Battles between su monsters rage across the jungles, and evidence of a recent fight is left in the scars on tree trunks and the trampled foliage. A large tribe might have several su alphas.

Su Alpha Medium fey beast	Level 12 Brute XP 700
HP 149; Bloodied 74	Initiative +11
AC 24, Fortitude 25, Reflex 24, Will 23	Perception +10
Speed 7 (forest walk), climb 7	Darkvision
STANDARD ACTIONS	
⊕ Claw ♦ At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d10 + 7 damage.	
⊕ Backhand Slam ♦ At-Will	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: 3d8 + 7 damage, and the alpha pushes the target 1 square.	
⊕ Su Howl (psychic) ♦ Recharge when the alpha takes psychic damage	
Attack: Close burst 3 (enemies in burst); +15 vs. Will	
Hit: 2d10 + 3 psychic damage, and the target gains vulnerable 5 to all damage (save ends).	
Miss: Half damage, and the target gains vulnerable 5 to all damage until the end of the alpha's next turn.	
TRIGGERED ACTIONS	
⊕ Flesh-Ripper ♦ At-Will	
Trigger: An enemy is pulled, pushed, or slid to a square adjacent to the alpha.	
Attack (Immediate Reaction): Melee 1 (one creature); +17 vs. AC	
Hit: 1d12 + 6 damage.	
⊕ Tribal Fury ♦ At-Will	
Trigger: An ally within 3 squares is first bloodied.	
Effect (Free Action): The alpha uses <i>claw</i> .	
Psionic Boost (psychic) ♦ Recharge when the alpha takes psychic damage	
Trigger: The alpha hits with <i>claw</i> , <i>flesh-ripper</i> , or <i>backhand slam</i> .	
Effect (Free Action): The attack deals 2d8 extra psychic damage.	
Skills Acrobatics +16, Athletics +17, Stealth +16	
Str 22 (+12)	Dex 20 (+11) Wis 18 (+10)
Con 19 (+10)	Int 2 (+2) Cha 15 (+8)
Alignment unaligned Languages –	

SU ALPHAS IN COMBAT

A su alpha lumbers out into combat to try to draw attacks away from its allies. An alpha sometimes enters an area alone, hoping to bring its foes near it before its stealthy allies spring out.

TANARUKK

TANARUKKS ARE A COMBINATION OF ORC FLESH, the blood of demons, and the fiery stuff of the Abyss's most forbidding regions. For centuries, demon lords and ambitious mortal spellcasters have created these creatures. Blasphemous rituals spawn dozens of tanarukks from vats of pulsing flesh and ichor. A newly created tanarukk is welcomed to the world with a vicious blow to the head to keep it from immediately going on a murderous rampage.

LORE

Arcana DC 20: Luckily for the civilized realms, tanarukks cannot breed. Although the rituals used in their creation spawn dozens of these fiends at a time, the steady attrition of wars and infighting keep their numbers in check. In addition, tanarukks are so inherently violent that only the mightiest or most foolish spellcaster attempts to keep more than a dozen. Although tanarukks are relatively rare in the mortal world, a demon cult might have a few of them among its ranks.

The best method for defeating a tanarukk lies in coordination and teamwork, traits that tanarukks rarely exhibit or understand. When death draws near, a tanarukk's strength increases. Thus, the best tactic for dispatching a tanarukk is for comrades to make two or three attacks in quick succession. This way, the tanarukk never has a chance to unleash its wrath upon foes.

ENCOUNTERS

Demon lords given to wrath, most notably Baphomet, create tanarukks in large numbers. These creatures rarely exist outside the grasp of whatever titan, demon lord, or spellcaster created them. However, a few wandering bands of tanarukks do exist. They serve as mercenaries, working with anything or anyone that gives them treasure and regular opportunities to pillage and kill.

When tanarukks enter the mortal world, they exult in the rarity of warriors who can match them. They rampage, leveling villages and towns, until suitable champions arise to slay them.

TANARUKK MARAUDER

Only by the thorough application of corporal punishment do tanarukk marauders learn not to attack their allies. When marauders finally face an enemy, their pent-up rage spills forth and they become mindless berserkers.



Tanarukk Marauder Level 17 Skirmisher

Medium elemental humanoid (demon), orc XP 1,600

HP 165; Bloodied 82 Initiative +12

AC 31, Fortitude 29, Reflex 28, Will 28 Perception +11

Speed 6 Darkvision

Resist 5 fire

TRAITS

Nimble Reaction

The marauder gains a +4 bonus to AC against opportunity attacks.

STANDARD ACTIONS

⊕ Greataxe (weapon) ⊕ At-Will

Attack: Melee 1 (one creature); +22 vs. AC

Hit: 2d12 + 12 damage.

⊕ Brutal Rampage ⊕ At-Will

Effect: The marauder moves its speed and can move through enemies' spaces during the move. At any point during the move, the marauder can use *greataxe*. The marauder gains a +5 bonus to the damage roll for each opportunity attack made against it during the move before the attack.

⊕ Hand Axe (weapon) ⊕ At-Will

Attack: Ranged 5/10 (one creature); +22 vs. AC

Hit: 2d6 + 12 damage.

⊕ Flame Harrower (fire, weapon) ⊕ Encounter

Attack: Melee 1 (one creature); +20 vs. Fortitude

Hit: 2d12 + 10 fire damage, and the target takes ongoing 15 fire damage and grants combat advantage (save ends both).

TRIGGERED ACTIONS

Indomitable Fury

Trigger: The marauder drops to 0 hit points for the first time.

Effect (No Action): The marauder instead has 1 hit point, and it gains a +2 bonus to attack rolls and a +4 bonus to damage rolls until the end of the encounter.

Skills Athletics +19

Str 22 (+14)

Dex 15 (+10)

Wis 17 (+11)

Con 21 (+13)

Int 8 (+7)

Cha 10 (+8)

Alignment chaotic evil Languages Abyssal, Common

Equipment hide armor, greataxe, 3 handaxes

TANARUKK MARAUDERS IN COMBAT

Marauders throw themselves into battle with suicidal bravery. In the moments before an enemy lands a killing blow, marauders enter a crazed state of wrath and might. They relish this state, and they see death as a small price to pay for spreading carnage.

TANARUKK STEEL WARRIOR

The toughest of tanarukks, those that take the most punishment during their creation, are set aside to be trained as steel warriors. Steel warriors have plate armor riveted into their hides. This method of equipping them with armor grants them a deadly combination of protection and agility.

Tanarukk Steel Warrior Level 18 Soldier

Medium elemental humanoid (demon), orc XP 2,000

HP 177; Bloodied 88 Initiative +13
 AC 33, Fortitude 30, Reflex 29, Will 30 Perception +12
 Speed 5 Darkvision
 Resist 5 fire

STANDARD ACTIONS

⚔ Broadsword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +23 vs. AC
 Hit: 3d10 + 10 damage.
 Effect: The target is marked until the end of the steel warrior's next turn.

🏹 Crossbow (weapon) ♦ At-Will

Attack: Ranged 15/30 (one creature); +23 vs. AC
 Hit: 3d8 + 6 damage.

🔥 Burning Cage (fire, weapon) ♦ Recharge ☒ ☒

Attack: Melee 1 (one creature); +21 vs. Reflex
 Hit: 3d10 + 20 fire damage, and the target takes 5 fire damage whenever it enters a square during its turn (save ends).

TRIGGERED ACTIONS

⚔ Combat Awareness ♦ At-Will

Trigger: An enemy marked by the steel warrior shifts or makes an attack that does not include the steel warrior as a target.
 Effect (Opportunity Action): The steel warrior can use broadsword against the triggering enemy.

Indomitable Fury

Trigger: The steel warrior drops to 0 hit points for the first time.
 Effect (No Action): The steel warrior instead has 1 hit point, and it gains a +2 bonus to attack rolls and a +4 bonus to damage rolls until the end of the encounter.

Skills Athletics +20

Str 22 (+15) Dex 15 (+11) Wis 17 (+12)
 Con 25 (+16) Int 8 (+8) Cha 10 (+9)

Alignment chaotic evil Languages Abyssal, Common

Equipment plate armor, heavy shield, broadsword, crossbow, 10 bolts

TANARUKK STEEL WARRIORS IN COMBAT

Steel warriors have a slender measure of control over their fury. This control makes them more fearsome, because they can unleash their wrath in focused bursts. Steel warriors love to corner weaker enemies and cut into them if the creatures try to escape.

TANARUKK FLAME SPEAKER

The ritual used to spawn tanarukks involves an infusion of fiery energy harvested from the Abyss. This spark grants the tanarukks their essence of life. It also gives some of them the ability to manipulate fire.

A flame speaker is a tanarukk that shows an especially developed talent for magic. Fire dances and rages at its command, making it a spellcaster among its kind.

Tanarukk Flame Speaker Level 17 Artillery

Medium elemental humanoid (demon), orc XP 1,600

HP 129; Bloodied 64 Initiative +11
 AC 29, Fortitude 29, Reflex 29, Will 29 Perception +11
 Speed 6 Darkvision
 Resist 10 fire

STANDARD ACTIONS

⚔ Staff (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +22 vs. AC
 Hit: 3d6 + 10 damage.

🔥 Fire Bolt (fire, implement) ♦ At-Will

Attack: Ranged 10 (one creature); +22 vs. Reflex
 Hit: 3d8 + 12 fire damage.

🔥 Fire Barrage (fire, implement) ♦ Recharge ☒ ☒

Attack: Ranged 10 (one, two, or three creatures); +22 vs. Reflex
 Hit: 2d10 + 7 fire damage.

🌪 Winds of Fire (fire, implement, zone) ♦ Encounter

Attack: Area burst 2 within 20 (creatures in burst); +22 vs. Reflex
 Hit: 3d6 + 6 fire damage.
 Effect: The burst creates a zone that lasts until the end of the encounter. Any creature that enters the zone or ends its turn there takes 10 fire damage and is pulled 1 square toward the burst's origin square.

TRIGGERED ACTIONS

Indomitable Fury

Trigger: The flame speaker drops to 0 hit points for the first time.
 Effect (No Action): The flame speaker instead has 1 hit point, and it gains a +2 bonus to attack rolls and a +4 bonus to damage rolls until the end of the encounter.

Avenging Fire (fire)

Trigger: An enemy reduces the flame speaker to 0 hit points for the second time.
 Effect (No Action): The triggering enemy takes 2d10 + 5 fire damage.

Skills Arcana +15

Str 20 (+13) Dex 17 (+11) Wis 17 (+11)
 Con 21 (+13) Int 14 (+10) Cha 12 (+9)

Alignment chaotic evil Languages Abyssal, Common

Equipment staff

TANARUKK FLAME SPEAKERS IN COMBAT

Flame speakers have no fear of death. When a flame speaker's body is struck down, the fire within it leaps back to the Abyss, scouring the flame speaker's killer on its way.

THRI-KREEN

THRI-KREEN INHABIT THE WORLD'S ARID CLIMES, scratching out a living across vast tracts of remorseless land. The creatures' hard carapace reflects their steely, rugged temperament. Tribes are usually composed of one or two dozen thri-kreen, which depend upon one another for survival. They regard those who live beyond their blasted lands as weak, for only one who has been tested by the desert is worthy of respect. Thri-kreen draw no lines on maps to mark their borders, but woe be to the foolish traveler or adventurer who stumbles into their territory without paying proper homage to the tribe that calls those lands home.

LORE

History DC 14: Thri-kreen believe that the primal spirit Old Grandfather, whom they call Sand Father, created them. They say that when the world was young, Sand Father looked across the vast deserts of the world and, seeing they were so empty, plucked a small desert beetle from the sands. From that beetle, he made the first thri-kreen. Realizing the beetle needed more than just a hard shell to protect itself, he gave the thri-kreen the wisdom of the lizard and the cunning of the desert fox.

For thousands of years, thri-kreen lived in small nomadic bands. Then, centuries ago, they came together to form a nation that spanned the world's greatest desert. The nation, known as Val-Karri, remained strong for about a century before a larger and more ambitious nation overshadowed it: The dragonborn empire of Arkhosia subjugated the lands of the thri-kreen and disassembled their empire. The thri-kreen remained vassals of the dragonborn until, at last, the conflict between Arkhosia and Bael Turath brought both of those empires to their knees, which enabled the thri-kreen to free themselves. After attaining their freedom, the thri-kreen returned to a nomadic life.

ENCOUNTERS

Thri-kreen lead lives of isolation, sometimes going for years without encountering other humanoid. Because of their strong primal and psionic sensibilities, thri-kreen find allies among beasts and among other psionic creatures. Thri-kreen find a common cause with druids and wardens in their defense of the land. Some groups of thri-kreen become corrupted by evil primal spirits and join with demon worshipers, ogres, giants, lizardfolk, and gnolls to form cults that willfully transform or corrupt the land.

THRI-KREEN AMBUSER

Even arid deserts and scrublands abound with life if one knows where to look. Thri-kreen ambushers spend their youth learning the ways of the land until, at adolescence, they are cast out to survive for one year on their own. During this time of solitude, they travel widely, putting into practice the skills they have learned.

Thri-Kreen Ambusher	Level 6 Lurker	
Medium natural humanoid	XP 250	
HP 58; Bloodied 29	Initiative +11	
AC 20, Fortitude 17, Reflex 19, Will 17	Perception +11	
Speed 8	Low-light vision	
STANDARD ACTIONS		
⚔ Spear (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d8 + 4 damage.		
✚ Spinning Spears (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 1d8 + 2 damage, and the ambusher gains a +5 bonus to all defenses until the end of its next turn. In addition, the ambusher's psionic boost recharges.		
🧠 Mind Stab (psionic) ♦ At-Will		
Attack: Ranged 5 (one creature); +9 vs. Will		
Hit: 1d6 + 2 psychic damage, and the target is dazed until the end of the ambusher's next turn.		
MOVE ACTIONS		
🦗 Mantis Jump ♦ Encounter		
Effect: The ambusher jumps a number of squares equal to its speed. This movement does not provoke opportunity attacks.		
TRIGGERED ACTIONS		
🧠 Psionic Boost (psionic) ♦ Encounter		
Trigger: The ambusher hits with <i>spear</i> or <i>mind stab</i> .		
Effect (Free Action): The attack deals 2d6 extra psychic damage.		
Skills Endurance +11, Stealth +12		
Str 14 (+5)	Dex 19 (+7)	Wis 17 (+6)
Con 16 (+6)	Int 16 (+6)	Cha 11 (+3)
Alignment unaligned Languages Common		
Equipment 2 spears		

THRI-KREEN AMBUSERS IN COMBAT

No tracks mark the land where an ambusher has trod. Extended periods of time spent in solitude have developed the creature's psionic abilities, allowing it to strike out at the mind of an unwary foe.

THRI-KREEN SCOUT

A lone thri-kreen stands vigilant atop a sand dune, staring off at the horizon. For hours she is still while the sun passes overhead. Then, she suddenly turns and focuses on a distant point, as though beckoned by an invisible force. She then sets off to warn her tribe of intruders.

THRI-KREEN SCOUTS IN COMBAT

Thri-kreen scouts act cautiously at first, preparing traps or maintaining a safe distance while they



monitor potential threats. Once battle begins, however, scouts are frenetic combatants, scurrying in and out of melee while focusing on bringing down a single tough enemy.

THRI-KREEN DESERT TALKER

The desert's laws are harsh, and a thri-kreen tribe's desert talker passes judgment on those who violate them. In a smoky tent, the desert talker sits before a group of trespassers, citing ancient rules handed down from Sand Father. The desert talker eventually pronounces judgment—either execution or exile to the deep reaches of the desert.

Thri-Kreen Scout Level 7 Skirmisher

Medium natural humanoid XP 300

HP 80; Bloodied 40 Initiative +9
 AC 21, Fortitude 20, Reflex 20, Will 18 Perception +10
 Speed 8 Low-light vision

STANDARD ACTIONS

⚔ Spear (weapon) ♦ At-Will

Attack: Melee 2 (one creature); +12 vs. AC
 Hit: 2d8 + 5 damage.

☞ Shuriken (weapon) ♦ At-Will

Attack: Ranged 10/20 (one creature); +12 vs. AC
 Hit: 2d4 + 7 damage.

⚡ Leaping Strike (weapon) ♦ At-Will

Effect: The scout moves its speed and makes the following attack at any point during the move.

Attack: Melee 2 (one creature); +12 vs. AC
 Hit: 3d8 + 5 damage.

MOVE ACTIONS

🦗 Mantis Jump ♦ Encounter

Effect: The scout jumps a number of squares equal to its speed. This movement does not provoke opportunity attacks.

TRIGGERED ACTIONS

🔫 Sudden Recoil ♦ At-Will

Trigger: The scout is hit by an attack.
 Effect (Immediate Reaction): The scout shifts 1 square (or 4 squares if the attack bloodies the scout).

🧠 Psionic Boost (psychic) ♦ Recharge ☒ ☒

Trigger: The scout hits with spear or shuriken.
 Effect (Free Action): The attack deals 2d6 extra psychic damage.

Skills Athletics +12, Endurance +11

Str 19 (+7) Dex 18 (+7) Wis 15 (+5)

Con 16 (+6) Int 14 (+5) Cha 11 (+3)

Alignment unaligned Languages Common

Equipment spear, 10 shurikens

Thri-Kreen Desert Talker Level 8 Controller

Medium natural humanoid XP 350

HP 88; Bloodied 44 Initiative +6
 AC 22, Fortitude 19, Reflex 20, Will 21 Perception +9
 Speed 7 Low-light vision

STANDARD ACTIONS

⚔ Claw ♦ At-Will

Attack: Melee 1 (one creature); +13 vs. AC
 Hit: 2d6 + 6 damage.

☞ Shuriken (weapon) ♦ At-Will

Attack: Ranged 10/20 (one or two creatures); +13 vs. AC
 Hit: 2d4 + 4 damage.

🌪 Shifting Dune Rend ♦ At-Will

Attack: Area burst 1 within 10 (enemies in burst); +11 vs. Reflex
 Hit: The target falls prone.

Effect: The desert talker slides the target 2 squares.

⚡ Desert Tempest ♦ Recharge when first bloodied

Attack: Close blast 5 (enemies in blast); +11 vs. Reflex
 Hit: 1d6 + 5 damage, and the desert talker pushes the target 2 squares. In addition, the target is blinded (save ends).

MOVE ACTIONS

🦗 Mantis Jump ♦ Encounter

Effect: The desert talker jumps a number of squares equal to its speed. This movement does not provoke opportunity attacks.

MINOR ACTIONS

🕸 Sand Trap ♦ Recharge when all this power's sand traps have ended

Effect: The desert talker creates sand traps in three unoccupied squares within 10 squares of it. The sand traps must be created on a solid surface. Until the end of the encounter, any enemy that enters a sand trap's square is restrained until the end of its next turn, and that sand trap disappears.

Skills Diplomacy +12, Insight +14, Nature +14

Str 12 (+5) Dex 14 (+6) Wis 20 (+9)

Con 16 (+7) Int 18 (+8) Cha 17 (+7)

Alignment unaligned Languages Common

Equipment 10 shurikens

THRI-KREEN DESERT TALKERS IN COMBAT

A desert talker prefers to watch coolly from afar while combat unfolds. Whorls of sand might dance about the thri-kreen while he gathers his power. Then, with all four arms outstretched, he appeals to Sand Father and the spirits of the land to bring down their wrath upon his tribe's enemies.

TULGAR

FOR THOSE WHO CAN PAY THE PRICE, tulgars are a resource that can turn the tide of war, deliver a brutal blow to an unsuspecting enemy, or raze even the best-guarded vaults. Born in the days of the Dawn War, these savage creatures can be found across the planes, from lost archipelagos in the mortal world, to abandoned astral dominions, to massive earthmotes drifting through the Elemental Chaos. These tall, muscular humanoids live in clans ranging in size from a few dozen to several hundred. Tulgars accept pay from any masters in exchange for their specialty service—violence and destruction.

LORE

Nature DC 29: The tulgars were once primal spirits. They embodied a place of primal power that was eradicated by a cataclysm during the Dawn War. Devoid of purpose, the primal spirits once bound to these sites were cast into the world and abandoned by their own kind, who were focused on their conflict with the gods. Filled with resentment toward the deities that made their sacred sites into battlegrounds and toward the mortals who had transformed those sites into cities, mines, and farms, these primal spirits made a pact to destroy everything the gods and their followers had created.

To that end, the spirits took on forms of flesh and abandoned their primal heritage. Their enmity shaped their new bodies, giving them height and strength beyond those of normal mortals. Vengeance eluded the first of the tulgars, however. In the aftermath of the Dawn War, the gods stayed safe in their astral dominions, even as the mortal races spread and grew. Unable to consummate their rage, the tulgars became bitter and barbaric, transforming over centuries into a race of powerful mercenaries. Today, the tulgars are divided into countless clans. Some tulgars have all but abandoned their ancient pact; others curse the weak hearts of their kin and hold revenge against the gods as a central tenet of their lives.

The first tulgars' decision to place their spirits within mortal bodies came at a great cost. Rejected by the gods and the primal spirits alike, a tulgar that dies is forced to return to flesh, often far from its comrades and clan. In this way, tulgars maintain a cycle of swift reincarnation. Their minds and memories survive the process intact, keeping the tulgars' ancient enmity alive forever.

Nowadays, with the Dawn War a distant memory, it is rare for a primal spirit to lose its place and identity as the

tulgars once did. However, when a spirit is left adrift, all tulgars sense it. Such an event represents one of the few circumstances under which the tulgar clans take action on their own behalf. They travel in search of the displaced spirit to offer it refuge among them—and to destroy any mortal creatures that stand in their way.

The great warriors of the past guide the actions of the tulgars, with spirit talkers and other powerful leaders interpreting their will. It is said that a spirit talker can look into the eyes of another tulgar and see the spirits of fallen warriors incarnated within it. Spirit talkers are more in touch with their primal essence than other tulgars are, but the long-ago schism that gave birth to the race means that this power drives many spirit talkers mad. Tulgars call the malady "spirit sickness," and they ritually murder any tribe member that shows signs of it. With the body's death, a tulgar's troubled spirit is cleansed and can be reborn.

Tulgars covet trophies taken from the enemies they slay. Warriors and flesh hunters seize weapons and armor from fallen foes, lashing these items to themselves even if they cannot use the items. Half-spirits and spirit talkers collect totems, fetishes, and religious icons that demonstrate their superiority over the faithful of gods and primordials alike. Tulgars sometimes carry magic items whose powers they remain unaware of, and they guard even the most worthless of their treasures with their lives.

ENCOUNTERS

Tulgars are found across the planes and in the company of virtually any intelligent creature that has enough power and wealth to hire them. Tulgars sometimes work toward their own ends, pillaging cities or delving into ruins in search of artifacts or displaced primal spirits.



The tulgars' eternal hatred toward the gods that destroyed them and the primal spirits that rejected them manifests as enmity for immortals and natural creatures alike. As such, many tulgars work freely with factions that try to undermine those groups, including the forsaken, aberrants, demon cults, and elementals. However, some tulgars have no such inhibitions, taking up service with devils or the devotees of Bane, Gruumsh, Tiamat, and other dark gods.

TULGAR FLESH HUNTER

When they come for you, the only thing to do is run. The problem is, they want you to run. Generations spent hunting down humanoids have granted tular flesh hunters an acute sense of smell. A flesh hunter is a relentless tracker, leading the other members of a tular tribe as they close in on their foes.

Tular Flesh Hunter	Level 22 Skirmisher	
Medium natural humanoid	XP 4,150	
HP 209; Bloodied 104	Initiative +21	
AC 36, Fortitude 34, Reflex 35, Will 33	Perception +22	
Speed 7 (forest walk)		
TRAITS		
On the Hunt		
Whenever the flesh hunter hits an enemy, until the end of its next turn the flesh hunter does not provoke opportunity attacks when it moves.		
STANDARD ACTIONS		
⚔ Spear (weapon) ⚡ At-Will		
Attack: Melee 1 (one creature); +27 vs. AC Hit: 2d8 + 10 damage.		
⚔ Handaxe (weapon) ⚡ At-Will		
Attack: Ranged 5/10 (one creature); +27 vs. AC Hit: 2d6 + 8 damage.		
⚔ Hunter's Onslaught ⚡ At-Will		
Effect: The flesh hunter uses <i>spear</i> and then uses <i>handaxe</i> against a different target. Special: Using <i>handaxe</i> as part of this power does not provoke opportunity attacks. When charging, the flesh hunter can use this power in place of a <i>spear</i> attack.		
⚔ Rotting Strike (necrotic, weapon) ⚡ Recharge ☄ ☹		
Attack: Melee 1 (one creature); +27 vs. AC Hit: 2d8 + 8 damage, and the target is dazed and takes ongoing 10 necrotic damage (save ends both).		
TRIGGERED ACTIONS		
Unbroken Spirit		
Trigger: The flesh hunter drops to 0 hit points. Effect (No Action): The flesh hunter's nearest ally gains 10 temporary hit points and a +2 bonus to attack rolls, damage rolls, and all defenses until the end of its next turn.		
Skills Stealth +24		
Str 24 (+18)	Dex 26 (+19)	Wis 23 (+17)
Con 25 (+18)	Int 23 (+17)	Cha 20 (+16)
Alignment unaligned		Languages Common
Equipment hide armor, spear, 4 handaxes		

TULGAR FLESH HUNTERS IN COMBAT

A flesh hunter focuses on a single foe, whether the leader of an adventuring party pursued by a tular war band or a target hunted at the behest of a patron. A flesh hunter is more cautious than other tulgars, often studying or tracking a foe for hours or days before attacking. The tular's keen olfactory sense allows it to determine useful information about a foe, including what other creatures it travels with, its health, its race, and even what the creature's armor and weapons are made of.

TULGAR SAVAGE

The angels cut through the tulgars' ranks, yet always more tulgars approached to fill the spaces, possessed of the strength of the greatest tular warriors that had lived and died before them. Each tular savage that fell embraced its death with an unholy purpose, its spirit strengthening its allies as they closed steadily in.

Tular Savage	Level 22 Minion Brute	
Medium natural humanoid	XP 1,038	
HP 1; a missed attack never damages a minion.	Initiative +17	
AC 34, Fortitude 35, Reflex 33, Will 35	Perception +24	
Speed 7 (forest walk)		
TRAITS		
Critical Threat		
The savage can score a critical hit on a roll of 19-20. When the savage scores a critical hit with <i>greataxe</i> , one ally within 2 squares of it can make a melee basic attack as a free action.		
STANDARD ACTIONS		
⚔ Greataxe (weapon) ⚡ At-Will		
Attack: Melee 1 (one creature); +27 vs. AC Hit: 18 damage.		
⚔ Handaxe (weapon) ⚡ At-Will		
Attack: Ranged 5/10 (one creature); +27 vs. AC Hit: 12 damage.		
TRIGGERED ACTIONS		
Unbroken Spirit		
Trigger: The savage drops to 0 hit points. Effect (No Action): The savage's nearest ally gains 10 temporary hit points and a +2 bonus to attack rolls, damage rolls, and all defenses until the end of its next turn.		
Str 27 (+19)	Dex 23 (+17)	Wis 26 (+19)
Con 24 (+18)	Int 20 (+16)	Cha 23 (+17)
Alignment unaligned		Languages Common
Equipment hide armor, greataxe, handaxe		

TULGAR SAVAGES IN COMBAT

Tular savages charge headlong into combat, mobbing targets with *greataxe*. A savage's bloodcurdling war cry turns to a shout of triumph as it falls dead. A savage feels victorious if it can lend the strength of its spirit to a nearby ally.

TULGAR HALF-SPIRIT

When their best warriors began to disappear from the edge of the fray, the general knew the battle had taken a deadly turn. The tulgars had unleashed their half-spirits, rare warriors able to take a form that reflected their primal origin. Striking unseen from the shadows, these stealthy killers could turn the tide of any fight.

Tulgar Half-Spirit	Level 23 Lurker
Medium natural humanoid	XP 5,100
HP 116; Bloodied 58	Initiative +23
AC 35, Fortitude 35, Reflex 36, Will 36	Perception +24
Speed 7, phasing	
Resist insubstantial	
TRAITS	
Spirit Shock	
Whenever the half-spirit hits an enemy that cannot see the half-spirit, that enemy is dazed until the end of its next turn.	
STANDARD ACTIONS	
⊕ Claw (illusion, necrotic) ◆ At-Will	
<i>Attack:</i> Melee 1 (one creature); +28 vs. AC	
<i>Hit:</i> 1d6 + 8 necrotic damage, and the target is immobilized until the end of the half-spirit's next turn.	
<i>Effect:</i> The half-spirit becomes invisible until the end of its next turn.	
⊕ Handaxe (weapon) ◆ At-Will	
<i>Attack:</i> Ranged 5/10 (one creature); +28 vs. AC	
<i>Hit:</i> 2d6 + 8 damage.	
TRIGGERED ACTIONS	
⬅ Unleash the Inner Spirit (illusion, necrotic, teleport) ◆	
Encounter	
<i>Trigger:</i> The half-spirit drops to 0 hit points.	
<i>Effect (No Action):</i> The half-spirit's nearest ally gains 10 temporary hit points and a +2 bonus to attack rolls, damage rolls, and all defenses until the end of its next turn.	
<i>Hit:</i> 2d6 + 3 necrotic damage, and the target is stunned until the end of the half-spirit's next turn.	
<i>Effect:</i> The half-spirit becomes invisible until the end of its next turn. The half-spirit can then teleport 5 squares.	
Unbroken Spirit	
<i>Trigger:</i> The half-spirit drops to 0 hit points.	
<i>Effect (No Action):</i> The half-spirit's nearest ally gains 10 temporary hit points and a +2 bonus to attack rolls, damage rolls, and all defenses until the end of its next turn.	
Skills Stealth +24	
Str 25 (+18)	Dex 27 (+19)
Con 22 (+17)	Int 24 (+18)
Wis 26 (+19)	Cha 23 (+17)
Alignment unaligned	
Languages Common	
Equipment 2 handaxes	

TULGAR HALF-SPIRITS IN COMBAT

A tulgar half-spirit phases through combat, immobilizing foes and striking unseen. Although half-spirits fight alongside their kin, they have a vindictive nature that is all but impossible to control. Even after other tulgars have retreated or agreed to a parley, half-spirits keep on fighting, intent only on wreaking destruction.

TULGAR WARRIOR

The initial assault had been tough enough, but the fury of the lesser tulgars was forgotten quickly as the advance of the tulgar warriors began. The blood-thirsty howls and whirling axes of these great brutes sent the defenders scattering.

Tulgar Warrior	Level 23 Brute
Medium natural humanoid	XP 5,100
HP 265; Bloodied 132	Initiative +18
AC 35, Fortitude 36, Reflex 34, Will 35	Perception +24
Speed 7 (forest walk)	
TRAITS	
Inveterate Warrior	
The warrior can score a critical hit on a roll of 19-20 and deals 3d12 extra damage on a critical hit.	
STANDARD ACTIONS	
⊕ Greataxe (weapon) ◆ At-Will	
<i>Attack:</i> Melee 1 (one creature); +28 vs. AC	
<i>Hit:</i> 2d12 + 19 damage, and the target takes a -2 penalty to AC until the end of the warrior's next turn.	
⬅ Whirling Frenzy (weapon) ◆ Encounter	
<i>Primary Attack:</i> Close burst 1 (enemies in burst); +28 vs. AC	
<i>Hit:</i> 3d12 + 6 damage.	
<i>Effect:</i> The warrior shifts 3 squares and makes a secondary attack.	
<i>Secondary Attack:</i> Close burst 1 (enemies in burst not hit by the primary attack); +26 vs. AC	
<i>Hit:</i> 2d12 + 6 damage.	
TRIGGERED ACTIONS	
Unbroken Spirit	
<i>Trigger:</i> The warrior drops to 0 hit points.	
<i>Effect (No Action):</i> The warrior's nearest ally gains 10 temporary hit points and a +2 bonus to attack rolls, damage rolls, and all defenses until the end of its next turn.	
Str 28 (+20)	Dex 24 (+18)
Con 25 (+18)	Int 21 (+16)
Wis 26 (+19)	Cha 23 (+17)
Alignment unaligned	
Languages Common	
Equipment hide armor, greataxe	

TULGAR WARRIORS IN COMBAT

A tulgar warrior seeks out powerful foes against which to test its mettle. However, its hubris in combat means that a warrior can sometimes be drawn away from its chosen target by taunts or threats.

TULGAR SPIRIT TALKER

The shrieking voice of a spirit talker rings out over the crash of combat, offering up oaths to the primal power from which the tulgars were spawned. The archers take the brunt of the spirit talkers' attacks while the spirit talkers call forth minions to contend with the enemy's melee combatants. Despite the best attempts of the defending spellcasters, they could not keep their defensive magic up. The spirit talker shattered their zones of magic, its cackling laughter echoing among the ruins.

Tulgar Spirit Talker		Level 24 Controller
Medium natural humanoid		XP 6,050
HP 225; Bloodied 112		Initiative +18
AC 37, Fortitude 35, Reflex 37, Will 37		Perception +25
Speed 7 (forest walk)		
TRAITS		
☼ Primal Barrier ◆ Aura 2		
Squares within the aura are difficult terrain to creatures that are not phasing or do not have forest walk.		
STANDARD ACTIONS		
⚔ Spear (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +29 vs. AC		
Hit: 4d8 + 14 damage, and the target is marked by an ally within 10 squares of the spirit talker until the end of the spirit talker's next turn.		
⚡ Incite Savagery (psychic) ◆ At-Will		
Attack: Ranged 10 (one creature); +27 vs. Will		
Hit: 4d10 + 10 psychic damage. If the target does not make a melee attack during its next turn, it grants combat advantage until the end of its following turn.		
MINOR ACTIONS		
✋ Dismissal ◆ Recharge [2] [2] [1]		
Special: Choose a conjuration, a summoned creature, or a zone that is within 10 squares of the spirit talker, which then makes the following attack.		
Attack: Ranged 10 (creator of the chosen effect); +29 vs. Will		
Hit: The chosen effect ends.		
🗡 Call Spirit Warrior ◆ Recharge [1]		
Effect: A tulgar savage appears within 5 squares of the spirit talker. The savage's initiative follows the spirit talker's.		
TRIGGERED ACTIONS		
☠ Death's Embrace (zone)		
Trigger: The spirit talker drops to 0 hit points.		
Effect (No Action): The spirit talker's nearest ally gains 10 temporary hit points and a +2 bonus to attack rolls, damage rolls, and all defenses until the end of its next turn.		
The spirit talker's death creates a zone in a close burst 2 that lasts until the end of the encounter. The zone is difficult terrain for creatures that aren't phasing or don't have forest walk.		
Str 22 (+18)	Dex 23 (+18)	Wis 27 (+20)
Con 25 (+19)	Int 26 (+20)	Cha 28 (+21)
Alignment unaligned		Languages Common
Equipment spear		



TULGAR SPIRIT TALKERS IN COMBAT

A spirit talker draws on the primal spirits that are its people's lifeblood, shouting oaths and appeals in combat to the great tulgar leaders of the past. It calls forth spirit warriors, surrounding itself with these minions as it avoids combat and uses *incite savagery*. It makes use of *dismissal* to clear away zones and conjurations that hinder its allies or grant protection to enemies.

UMBER HULK

UMBER HULKS ARE INDIRECTLY RESPONSIBLE for some of the greatest clashes in the history of the Underdark. As umber hulks hunt, they leave labyrinthine burrows in their wake. Over time, the lattice of tunnels they build draws creatures that perhaps would prefer isolation into contact with each other. For this reason, most intelligent creatures of the Underdark hunt umber hulks to capture or slay them. In their mindless burrowing, umber hulks prefer to tunnel through veins of metal ore, making them dangerous to miners and prospectors. UMBER HULKS make good guard beasts, and if well fed they are both obedient and easily trained.

LORE

Dungeoneering DC 18: UMBER HULKS are among the oldest creatures in the cosmos. Writings recovered from before the Dawn War mention them, and some sages believe that umber hulks emerged from the raw stuff of the world before the primordials finished crafting it. The tunnels they dig form an important network of passages in dungeons and in regions of the Underdark.

“Chasing an umber hulk” is a dwarf expression for a dangerous plan that could, with luck, offer a great reward. It refers to the prospector’s strategy of trailing after umber hulks in the hope of finding veins of gold and mithral that the beasts uncover.

ENCOUNTERS

UMBER HULKS are too dim to seek out allies of their own. Instead, other creatures trap, feed, and train

umber hulks. Although they are incapable of speaking, umber hulks can understand verbal messages in Deep Speech, which allows them to follow complex commands. Grimlocks and orcs use umber ravagers as hunting beasts, and abyssal hulks are found in the ranks of almost every demon lord’s army.

UMBER RAVAGER

The smallest of the umber hulks are called umber ravagers. They range through the upper layers of the earth, burrowing into dungeons in search of a meal. Although nearly as large as their kin, they are weaker and less capable of employing the mind-bending gaze for which the umber hulk is renowned.

Umber Ravager		Level 7 Brute
Medium natural magical beast		XP 300
HP 95; Bloodied 47		Initiative +4
AC 19, Fortitude 20, Reflex 18, Will 19		Perception +5
Speed 5, burrow 2 (tunneling)		Darkvision, tremorsense 5
STANDARD ACTIONS		
⚔ Claw ⚔ At-Will		
Attack: Melee 2 (one creature); +12 vs. AC		
Hit: 1d10 + 5 damage.		
✚ Claw Flurry ⚔ At-Will		
Effect: The ravager uses <i>claw</i> twice.		
← Crushing Gaze (psychic) ⚔ At-Will		
Attack: Close blast 3 (enemies in blast); +10 vs. Will		
Hit: 3d8 psychic damage, and the target falls prone.		
MINOR ACTIONS		
↘ Disarming Gaze ⚔ Recharge [1]		
Attack: Ranged 3 (one creature); +10 vs. Will		
Hit: The target is stunned (save ends).		
Str 19 (+7)	Dex 13 (+4)	Wis 14 (+5)
Con 15 (+5)	Int 5 (+0)	Cha 11 (+3)
Alignment unaligned	Languages understands Deep Speech	

UMBER RAVAGERS IN COMBAT

An umber ravager is motivated primarily by hunger. It uses *disarming gaze* to render a foe helpless so that it can then feast on its prey at its leisure. An umber ravager attempts to isolate a single enemy. If pressed on all sides, it sends a few opponents staggering with *crushing gaze*, giving the creature time to retreat.

Although they are occasionally encountered alone, umber ravagers usually hunt in packs.

The brutes in a pack will attack groups of travelers, with each creature initially selecting a single opponent to focus on to the exclusion of all other targets.



ABYSSAL HULK

Although umber hulks are most common within the Underdark, their scourge long ago spread across the planes. According to legend, the earliest umber hulks burrowed deeper and deeper into the world until they finally emerged in other planes, where they ate the strange new creatures they encountered. UMBER HULKS that ventured into the Elemental Chaos found that the Abyss was a teeming hunting ground. Even though many of their number died, enough survived to feast on demon flesh, warping them to reflect their new environment. The stuff of the Abyss gave these hulks acidic blood, and their gaze became more mad-dening than hypnotic. A creature that falls under an abyssal hulk's control howls and shrieks as if crazed.

Abyssal Hulk		Level 15 Controller
Large elemental magical beast		XP 1,200
HP 152; Bloodied 76	Initiative +9	
AC 29, Fortitude 28, Reflex 26, Will 27	Perception +11	
Speed 5, burrow 2 (tunneling)	Darkvision, tremorsense 5	
Resist 10 acid		
STANDARD ACTIONS		
⊕ Claws ◆ At-Will		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 2d10 + 12 damage.		
⚡ Gaze of Chaos (charm, psychic) ◆ At-Will		
Attack: Close blast 3 (enemies in blast); +19 vs. Will		
Hit: 1d6 + 5 psychic damage, and the hulk slides the target 3 squares. The target then makes a melee basic attack as a free action against a creature of the hulk's choice.		
⚡ Acidic Spew (acid) ◆ Recharge [1]		
Attack: Close blast 5 (enemies in blast); +19 vs. Fortitude		
Hit: Ongoing 10 acid damage (save ends).		
MINOR ACTIONS		
⚡ Gaze of Crushed Will (fear) ◆ At-Will (1/round)		
Attack: Close blast 5 (enemies in blast); +19 vs. Will		
Hit: The hulk slides the target 3 squares, and the target takes a -5 penalty to any saving throws it makes during the move.		
Str 29 (+16)	Dex 15 (+9)	Wis 18 (+11)
Con 24 (+14)	Int 7 (+5)	Cha 13 (+8)
Alignment chaotic evil Languages understands Deep Speech		

ABYSSAL HULKS IN COMBAT

These hulks burrow through layers of the Abyss, sometimes creating new passages between different layers. Yeenoghu's minions have gathered many of these creatures as guardians and watchers. These abyssal hulks lurk beneath the ground along well-traveled paths in the Abyss. They rise up to hack their foes to death with claws or else send them plummeting over a cliff edge.

ASTRAL HULK

Just as umber hulks somehow migrated to the Abyss, they have also come to inhabit the Astral Sea, where they plague settlements large and small. Perhaps the result of a primordial's mad scheme to undermine the gods, these creatures devour the very substance of astral dominions in the manner of oversized termites. They rip and tear into a domain, and in time, splinter and rend the domain into a cloud of massive rocks and floating detritus. Throughout the Astral Sea, these enormous debris clouds serve as a grim reminder of the threat these beasts pose and the fate of dominions they infest.

Astral Hulk		Level 17 Soldier
Large immortal magical beast		XP 1,600
HP 167; Bloodied 83	Initiative +13	
AC 33, Fortitude 29, Reflex 28, Will 29	Perception +12	
Speed 5, burrow 2 (tunneling)	Darkvision, tremorsense 5	
STANDARD ACTIONS		
⊕ Claws ◆ At-Will		
Attack: Melee 2 (one creature); +22 vs. AC		
Hit: 2d10 + 14 damage, and the target is marked until the end of the hulk's next turn.		
⚡ Gaze of Lassitude (charm) ◆ At-Will		
Attack: Close blast 5 (enemies in blast); +20 vs. Fortitude		
Hit: 2d6 + 3 damage, and the hulk pulls the target 4 squares. In addition, the target is slowed (save ends).		
⚡ Gaze of Annihilation ◆ Encounter		
Attack: Close blast 5 (enemies in blast); +20 vs. Fortitude		
Hit: 2d10 + 5 damage.		
Miss: Half damage.		
Effect: The target is marked until the end of the hulk's next turn.		
TRIGGERED ACTIONS		
⚡ Entrapping Mandibles ◆ At-Will		
Requirement: The hulk must not have a creature grabbed.		
Trigger: An enemy marked by the hulk shifts.		
Attack (Immediate Interrupt): Melee 1 (triggering enemy); +22 vs. Fortitude		
Hit: The target is grabbed.		
Str 30 (+18)	Dex 17 (+11)	Wis 18 (+12)
Con 23 (+14)	Int 8 (+7)	Cha 13 (+9)
Alignment evil Languages understands Deep Speech		

ASTRAL HULKS IN COMBAT

Concerned only with annihilation, astral hulks seek to destroy everything with which they come into contact. The gaze of an astral hulk induces a dangerous lethargy in its prey, slowing reactions and suppressing the instinct of self-preservation. The victim of an astral hulk's gaze can be made to walk directly into the beast's waiting mouth.

Some cruel torturers, particularly servants of Zehir and Vecna, capture astral hulks and train them to torture captives.

VERBEEG

ALTHOUGH VERBEEGS ARE PHYSICALLY POWERFUL, they view clever tricks and deception as tactics far superior to clubbing an enemy over the head. A verbeeg loves to mimic the expectations of its prey, pretending by its speech and actions to be, for example, the densest ogre or giant. Once its enemies are convinced that they have outwitted the giant, the verbeeg turns the tables on them. If a verbeeg can prey on another creature's sense of honor, fairness, or justice, so much the better.

One of the most famous tales among the verbeegs concerns Jack Longears, a verbeeg who lived near a bridge in the Feywild. Jack would sit by the bridge and charge travelers a toll. The toll, however, applied only if the travelers returned to his side of the bridge. If they swore to pay him, Jack would let the travelers pass. When the travelers were halfway across the bridge, Jack grabbed the rails of the bridge and tilted it toward him. When the targets of his swindle slid down the bridge and landed at his feet, he demanded his toll.

LORE

Streetwise DC 21: Although verbeegs are utter rascals, they do possess a warped sense of honor. Verbeegs obey the following two rules: First, a verbeeg never gives a sucker an even break. Second, a verbeeg must keep its word. It might twist, turn, and torture the phrasing of a promise, but once it makes a pledge, it must uphold it.

ENCOUNTERS

Verbeegs seek out big, dense creatures, most notably ogres and hill giants. If such creatures aren't available, verbeegs turn their attention to less powerful allies that they can bully into service, such as orcs, goblins, and unscrupulous fey.

Because of their greed, verbeegs also readily hire themselves out as mercenaries. They work for almost anyone, as long as they need to fight only rarely and are kept well supplied with food and strong drink.

VERBEEG ROWDY

Most verbeegs seek an easy life that features more food, drink, and rest than battle or labor. Despite their great strength, verbeegs would much rather steal a purse of coins than fight for one. The rowdy is a typical verbeeg thug, intent on getting what it wants with little effort or risk.



Verbeeg Rowdy Large fey humanoid (giant)	Level 9 Skirmisher XP 400	
HP 99; Bloodied 49	Initiative +8	
AC 23, Fortitude 21, Reflex 20, Will 18	Perception +4	
Speed 8	Low-light vision	
TRAITS		
Combat Advantage		
The rowdy deals 5 extra damage against any creature granting combat advantage to it.		
Verbeeg Stealth		
The rowdy can make a Stealth check to become hidden as long as one square it occupies has superior cover or total concealment from the creature it is attempting to hide from.		
STANDARD ACTIONS		
⊕ Spear (weapon) ◆ At-Will		
Attack: Melee 2 (one creature); +14 vs. AC		
Hit: 2d8 + 8 damage.		
↓ Skewering Strike (weapon) ◆ Encounter		
Attack: Melee 2 (one creature); +12 vs. Reflex		
Hit: 2d12 + 8 damage, and the rowdy slides the target 5 squares to a square within 2 squares of the rowdy.		
MOVE ACTIONS		
Bounding Maneuver ◆ At-Will		
Effect: The rowdy is no longer marked, and it shifts 3 squares and can move through enemies' spaces during the shift.		
MINOR ACTIONS		
↓ Cunning Trick ◆ Recharge ☒ ☐ ☐		
Attack: Melee 3 (one creature); +12 vs. Will		
Hit: The rowdy knocks the target prone or slides it 3 squares.		
Skills Bluff +11, Stealth +11, Thievery +11		
Str 24 (+11)	Dex 14 (+6)	Wis 11 (+4)
Con 19 (+8)	Int 13 (+5)	Cha 14 (+6)
Alignment evil		Languages Common, Elven, Giant
Equipment hide armor, light shield, spear		

WEAVER

THE ANCIENT PYRAMID WAS ABANDONED, or so Brandis thought. After all, Coldfall Mountain was an inhospitable place. It wasn't until he reached the heart of the pyramid that Brandis saw any signs of life.

The creatures had mirrorlike skin, and they were dismantling a cracked furnace and transporting it through a portal that glowed with azure light. When Brandis turned to retreat, he found a cloaked, six-armed creature standing before him.

He had hoped he wouldn't need his magic. Before he could summon up the arcane power, though, the six-armed creature slammed Brandis against the wall with a wave of its hand. The creature then raised a multicolored disk and pointed it in his direction.



Battle weaver and spell weaver

Before Brandis could do anything, he felt the disk sucking away his soul.

LORE

Arcana or Religion DC 24: The great and ancient weaver civilization was destroyed long ago. All parts of the weavers' civilization seem to have been shattered and twisted. What remain are a few ruins, highly prized by treasure hunters for the valuables that lie within them. The ruins that have been explored have proved illuminating to scholars.

The writings describe how the weaver civilization stood against a terrible incursion from the Far Realm. The weavers tried to prevent a seed of chaos from entering the cosmos. They failed to stop it entirely, and the seed ruptured, breaking their homeland apart and scattering it across the planes.

The weavers say that their civilization predates the gods and the primordials, though most scholars discount these claims. For this reason, weavers believe they are above the gods, and they care nothing for mastering divine power. Weavers suggest that the planar disjunction that toppled their society created the Astral Sea and the Elemental Chaos.

Weavers work constantly to rebuild their lost civilization. They seek out their lost ruins and gather energy for a dangerous plan. The ruins that the weavers repair and reactivate become powerful nodes linked together by a network of planar gates. Deep within these nodes are huge furnaces that harness the life force of mortals and magic items. The weavers gather this energy from across the cosmos, using chromatic disks that function only for them. The purpose of these furnaces is shrouded in mystery, but sages suggest that the network of nodes will eventually be used in an attempt to reunite the planes—an event so catastrophic that not even the gods would survive it.

ENCOUNTERS

Weavers are self-reliant, but they do use members of other races as servants. The nerras are powerful allies of the weavers, because their ability to construct plane-spanning gates makes the connections between the nodes possible. Some scholars believe that weavers created the nerras through complex ceremonies involving the metallic blue blood of the weavers.

Because the weavers' primary opponents to the unification of the planes are the gods, weavers often work with creatures that are thorns in the sides of deities, such as *tulgars* and *forsaken*. *Efreet*s and other elemental forces are sometimes assisted by a *battle weaver* or a *spell weaver*. On the few occasions when weavers have been amenable to negotiations with other races, the meetings have taken place in the *City of Brass*.

SPELL WEAVER

For a spell weaver, arcane thought is second nature; its mind and body are so in tune with arcane power that a spell weaver can cast a spell in the blink of an eye. The creature can rain down magical fire with one pair of arms while using the others to throw back foes with thundering waves of energy.

SPELL WEAVERS IN COMBAT

Spell weavers use rituals to create temporary portals into otherwise well-defended locations to steal magic items used to power their gigantic furnaces. These



Thought weaver

Spell Weaver	Level 28 Elite Artillery	
Medium immortal humanoid	XP 26,000	
HP 400; Bloodied 200	Initiative +22	
AC 40, Fortitude 38, Reflex 41, Will 41	Perception +27	
Speed 6, teleport 6	Darkvision	
Saving Throws +2; Action Points 1		
TRAITS		
Multitasking Brain		
While dazed, the spell weaver can spend a standard action and a minor action instead of only a standard action, and it can still take immediate actions.		
STANDARD ACTIONS		
Chilling Echo (cold) ♦ At-Will		
Effect: One or two creatures that the weaver has damaged since the start of its turn take 15 cold damage.		
MINOR ACTIONS		
④ Esoteric Touch (force) ♦ At-Will		
Attack: Melee 1 (one creature); +31 vs. Reflex		
Hit: 2d10 + 4 force damage, and the weaver pushes the target 5 squares.		
③ Dimensional Ray (teleportation) ♦ At-Will		
Effect: The weaver teleports 2 squares and makes the following attack.		
Attack: Ranged 20 (one creature); +33 vs. Fortitude		
Hit: 2d8 + 4 damage, and the weaver teleports the target 2 squares.		
③ Esoteric Blast (fire) ♦ At-Will		
Attack: Ranged 20 (one creature); +33 vs. Fortitude		
Hit: 2d6 + 4 fire damage, and each creature adjacent to the target takes 10 fire damage.		
✦ Extract Arcane Soul (healing, psychic) ♦ Recharge ☼ ☼ ☼		
Requirement: The weaver must be holding a chromatic disk.		
Attack: Ranged 10 (one bloodied creature that has arcane powers); +33 vs. Will		
Hit: 2d8 + 9 psychic damage, and the target is dazed (save ends).		
Miss: Half damage.		
Effect: The weaver regains 20 hit points.		
TRIGGERED ACTIONS		
Defensive Jaunt (illusion, teleportation) ♦ Encounter		
Trigger: The weaver takes damage.		
Effect (Immediate Reaction): The weaver becomes invisible until the end of its next turn. In addition, the weaver teleports 20 squares.		
Skills Arcana +29, Insight +27		
Str 17 (+17)	Dex 26 (+22)	Wis 26 (+22)
Con 26 (+22)	Int 31 (+24)	Cha 19 (+18)
Alignment unaligned	Languages telepathy 40	
Equipment chromatic disk		

attacks are unexpected, fast, and frequently successful. Spell weavers patiently plan a raid months in advance, using rituals or underlings to spy on the target.

Spell weavers are usually in charge of raiding parties, while subordinate allies take on supporting tasks, such as tying up opponents or guarding an escape portal. A spell weaver methodically presses toward its goal, most often a powerful magic item or an arcane soul it can siphon into its chromatic disk. Once a spell weaver has what it wants, the creature teleports back to the portal and escapes. A spell weaver is a master of teleportation and can move itself and its enemies across the battlefield as it wishes.

BATTLE WEAVER

Battle weavers are masters of melee combat, acting out a well-rehearsed ballet of blades. Their weapons are as graceful as their movements. A battle weaver hunts down the best fighters in existence with the goal of drawing a master fighter's soul into its chromatic disk.

Battle Weaver **Level 26 Elite Soldier**

Medium immortal humanoid XP 18,000
 HP 488; Bloodied 244 Initiative +20
 AC 42, Fortitude 39, Reflex 36, Will 39 Perception +22
 Speed 6, teleport 6 Darkvision
 Saving Throws +2; Action Points 1

TRAITS

Blade Mastery ♦ **Aura 1**
 Any enemy that starts its turn within the aura takes 10 damage and is marked until the end of the battle weaver's next turn.

Multitasking Brain
 While dazed, the battle weaver can spend a standard action and a minor action instead of only a standard action, and it can still take immediate actions.

STANDARD ACTIONS

⊕ **Longsword** (weapon) ♦ **At-Will**
 Attack: Melee 1 (one creature); +31 vs. AC
 Hit: 3d8 + 11 damage.

MINOR ACTIONS

⊕ **Quick Jab** (weapon) ♦ **At-Will**
 Attack: Melee 1 (one creature); +31 vs. AC
 Hit: 1d8 + 11 damage, and the weaver slides the target 3 squares to a square adjacent to it.

⊕ **Sidestep Stab** (weapon) ♦ **At-Will**
 Attack: Melee 1 (one creature); +31 vs. AC
 Hit: 1d8 + 11 damage.
 Effect: The weaver shifts 3 squares to a square adjacent to the target.

↗ **Extract Martial Soul** (healing, psychic) ♦ **Recharge** ☼ ☼
 Requirement: The weaver must be holding a chromatic disk.
 Attack: Ranged 5 (one bloodied creature that has martial powers); +29 vs. Will
 Hit: 2d12 + 12 psychic damage, and the target is dazed (save ends).
 Miss: Half damage.
 Effect: The weaver regains 24 hit points.

TRIGGERED ACTIONS

⬇ **Marked Assault** (teleportation) ♦ **At-Will**
 Trigger: An enemy marked by the weaver and within 10 squares of it makes an attack that does not include the weaver as a target.
 Effect (Immediate Interrupt): The weaver teleports to a square adjacent to the triggering enemy and makes a melee basic attack against the enemy as a free action.

Skills Acrobatics +23, Athletics +25, Endurance +27
Str 25 (+20) **Dex** 21 (+18) **Wis** 28 (+22)
Con 28 (+22) **Int** 23 (+19) **Cha** 19 (+17)
Alignment unaligned **Languages** telepathy 40
Equipment chromatic disk, 4 longswords

BATTLE WEAVERS IN COMBAT

A master fighter would sooner take on an army of orcs than meet the steel of a single battle weaver. A battle weaver's blades are so synchronized that parrying one shot leaves a fighter open to another. It is impossible to escape combat with a battle weaver unscathed. Battle weavers are disciplined and graceful warriors that follow orders to the letter. Once the goal of a combat is lost, a battle weaver withdraws to protect its allies. A battle weaver willingly gives up its own life to make sure a mission is successful.

THOUGHT WEAVER

Each weaver has its own area of expertise. Spell weavers are masters of magic, and battle weavers are

Thought Weaver **Level 27 Elite Controller (Leader)**

Medium immortal humanoid XP 22,000
 HP 500; Bloodied 250 Initiative +20
 AC 41, Fortitude 38, Reflex 38, Will 41 Perception +24
 Speed 6, teleport 6 Darkvision
 Saving Throws +2; Action Points 1

TRAITS

Multitasking Brain
 While dazed, the thought weaver can spend a standard action and a minor action instead of only a standard action, and it can still take immediate actions.

STANDARD ACTIONS

Command the Puppet (charm, psychic) ♦ **At-Will**
 Effect: One creature dominated by the weaver within 10 squares of it takes 2d6 + 10 psychic damage. In addition, the weaver slides the creature 5 squares. The creature then uses an at-will attack of the weaver's choice against one of its allies of the weaver's choice.

↗ **Mental Puppet** (charm) ♦ **Recharge** when no creature is dominated by this power
 Attack: Ranged 10 (one creature); +32 vs. Will
 Hit: The weaver slides the target 5 squares. The target then makes a basic attack against one of its allies of the weaver's choice. In addition, the target is dominated (save ends).

MINOR ACTIONS

⊕ **Quick Strike** ♦ **At-Will**
 Attack: Melee 1 (one creature); +32 vs. AC
 Hit: 2d6 + 10 damage.

⊕ **Mind Spike** (psychic) ♦ **At-Will**
 Attack: Ranged 10 (one creature); +31 vs. Will
 Hit: 2d6 + 10 psychic damage, the target takes a -2 penalty to all defenses until the end of the thought weaver's next turn, and the thought weaver slides the target 3 squares.

↗ **Extract Psionic Soul** (healing, psychic) ♦ **Recharge** ☼ ☼
 Requirement: The weaver must be holding a chromatic disk.
 Attack: Ranged 5 (one bloodied creature that has psionic powers); +30 vs. Will
 Hit: 2d12 + 12 psychic damage, and the target is dazed (save ends).
 Miss: Half damage.
 Effect: The weaver regains 25 hit points.

STANDARD ACTION, MOVE ACTION, OR MINOR ACTION

Coordinated Strike ♦ **At-Will** (1/round)
 Requirement: The weaver can use this power only during its turn.
 Effect: The weaver grants an action of the same type as the one used to activate this power to an ally within 5 squares of it. That ally then immediately uses an action of that type as a free action.

TRIGGERED ACTIONS

Guardian Puppet (charm) ♦ **At-Will**
 Trigger: An enemy willingly leaves a square adjacent to a creature dominated by the weaver.
 Effect (Immediate Interrupt): The dominated creature makes a basic attack against the triggering enemy.

Skills Insight +29
Str 17 (+16) **Dex** 24 (+20) **Wis** 32 (+24)
Con 26 (+21) **Int** 26 (+21) **Cha** 24 (+20)
Alignment unaligned **Languages** telepathy 40
Equipment chromatic disk

masters of the body. Thought weavers are the masters of the mind. Thought weavers rarely accompany their brethren on raids, but they are frequently found in remote ruins, trying to accomplish the weavers' ultimate goal of reuniting the planes. They are often the masterminds behind far-reaching schemes and can coordinate the actions of their many allies both on and off the battlefield.

THOUGHT WEAVERS IN COMBAT

A thought weaver is nearly motionless in combat. Subtle movements of its arms and hands result in the eyes of an enemy glazing over as he swings at his nearby ally. The rare thought weaver that accompanies a raiding party coordinates its allies' escape once the raid is complete.

HEX WEAVER

Commanding magic drawn from the Shadowfell, hex weavers sometimes oversee portals that connect to that plane. The most autonomous among the weavers, hex weavers lead small bands of followers on specific tasks rather than getting closely involved with the greater goals of the weaver race. Even other weavers find hex weavers complicated and difficult to understand.

HEX WEAVERS IN COMBAT

Hex weavers are terrifying in battle, preferring to utilize stealth and surprise. They are consummate schemers and always go into a fight knowing what they want to achieve. Once its goal is met, a hex weaver and its allies retreat. If there's no reward for combat, a hex weaver avoids battle entirely.

Cabals led by hex weavers pursue inscrutable missions. Hex weavers forge alliances with death titans and lich vestiges, but also employ the services of retrievers and similar servants. Hex weavers don't always care what the rest of their race is working toward. They frequently ignore their duties to pursue personal goals. When a hex weaver's ambitions collide with those of other weavers, a terrible conflict can erupt.

Hex Weaver		Level 27 Elite Lurker
Medium immortal humanoid		XP 22,000
HP 382; Bloodied 191	Initiative +26	
AC 41, Fortitude 37, Reflex 40, Will 40	Perception +18	
Speed 6, teleport 6	Darkvision	
Saving Throws +2; Action Points 1		
TRAITS		
Multitasking Brain		
While dazed, the hex weaver can spend a standard action and a minor action instead of only a standard action, and it can still take immediate actions.		
STANDARD ACTIONS		
⚔ Shadow Grasp ⚡ At-Will		
Attack: Ranged 10 (one or two creatures); +30 vs. Fortitude		
Hit: 3d6 + 9 damage.		
Effect: The weaver is invisible to the target until the end of the weaver's next turn.		
⚡ Stinging Shroud (necrotic) ⚡ At-Will		
Attack: Close burst 1 (enemies in burst); +30 vs. Fortitude		
Hit: 2d8 + 9 necrotic damage. The attack deals 20 extra damage if the target is granting combat advantage to the weaver.		
Shadow Mask (illusion) ⚡ Encounter		
Effect: The weaver becomes invisible until the end of its next turn.		
MINOR ACTIONS		
⚔ Shrouded Eye ⚡ At-Will (1/round)		
Attack: Melee 1 (one creature); +30 vs. Reflex		
Hit: 2d10 + 9 damage.		
Effect: The weaver is invisible to the target until the end of the weaver's next turn.		
⚡ Extract Shadow Soul (healing, psychic) ⚡ Recharge ⚡⚡⚡⚡		
Requirement: The weaver must be holding a chromatic disk.		
Attack: Ranged 10 (one bloodied creature that has shadow powers); +30 vs. Will		
Hit: 2d8 + 9 psychic damage, and the target is dazed (save ends).		
Miss: Half damage.		
Effect: The weaver ends one condition currently affecting it.		
TRIGGERED ACTIONS		
Step into Shadow (illusion, teleportation) ⚡ Recharge ⚡⚡⚡⚡⚡⚡		
Trigger: The weaver takes damage.		
Effect (Immediate Reaction): The weaver is insubstantial until the end of its next turn. The weaver then teleports its speed.		
Skills Arcana +25, Stealth +27		
Str 18 (+17)	Dex 29 (+22)	Wis 20 (+18)
Con 23 (+19)	Int 25 (+20)	Cha 29 (+22)
Alignment unaligned		Languages telepathy 40
Equipment chromatic disk		

WILDEN

THE WILDEN HAVE ONLY RECENTLY EMERGED from the Feywild to battle the corrupting influence of the Far Realm. They are still new to the world and finding their place among other creatures. Some turn to elves, gnomes, and eladrin for guidance. Others are more feral, patterning their behavior on that of wild beasts. The latter pose a deadly threat to adventurers. They are territorial, aggressive, and xenophobic, traits that lead to armed clashes between wilden and the explorers that enter their territories.

LORE

Nature DC 17: Wilden tribes rely on their ancients for guidance. Wilden have little communal lore to draw upon when making decisions or plans for the future. For this reason, wilden can be a threat when they enter a new area. A group of loggers might be mistaken for a despoiling force that must be destroyed, and a hunter who ventures into wilden territory risks death. The wilden are also vulnerable to charismatic, manipulative folk who would turn them to evil.

The best way to sway a wilden tribe away from an evil path is to convince the tribe's ancients to seek a new course of action. The ancients might require a test or another demonstration of skill, such as a



quest to defeat a green dragon that menaces the forest. Although the quest might be deadly, its success ensures the friendship of the wilden.

ENCOUNTERS

As creatures that are new to the world, wilden have attracted a mixed bag of allies. Many of them fight alongside elves, eladrin, and gnomes to defend their Feywild homes. In some areas, the wilden fall in with fomorians, xivorts, and other evil creatures. These wilden become as villainous as their allies.

Most wilden tribes keep beasts for use in hunting, particularly drakes, spiders, and wolves.

WILDEN DESTROYER

The warriors of a wilden tribe wield elaborately carved war clubs that reflect their past battles and deeds. Each time a destroyer survives a battle, it meditates upon the conflict while carving an image or a symbol of the battle into its weapon.

Wilden Destroyer		Level 2 Soldier
Medium fey humanoid		XP 125
HP 39; Bloodied 19	Initiative +4	
AC 18, Fortitude 14, Reflex 13, Will 16	Perception +4	
Speed 6	Low-light vision	
TRAITS		
Furious Retribution		
Whenever an enemy marked by the destroyer makes an attack that does not include the destroyer as a target, the destroyer gains a +4 bonus to attack rolls and damage rolls against the triggering enemy until the end of the destroyer's next turn.		
STANDARD ACTIONS		
⊕ Greatclub (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d4 + 4 damage.		
Effect: The target is marked until the end of the destroyer's next turn.		
⊕ Handaxe (weapon) ♦ At-Will		
Attack: Ranged 5/10 (one creature); +7 vs. AC		
Hit: 1d6 + 4 damage.		
TRIGGERED ACTIONS		
† Wrath of the Destroyer ♦ Encounter		
Trigger: A bloodied enemy attacks the destroyer or one of the destroyer's allies adjacent to it.		
Effect (Immediate Reaction): The destroyer uses <i>greatclub</i> against the triggering enemy. If the attack hits, the target is also stunned until the end of the triggering enemy's next turn.		
Skills Athletics +9		
Str 16 (+4)	Dex 13 (+2)	Wis 16 (+4)
Con 15 (+3)	Int 10 (+1)	Cha 11 (+1)
Alignment unaligned Languages Common, Elven		
Equipment hide armor, greatclub, 3 handaxes		

WILDEN DESTROYERS IN COMBAT

As the warriors of a tribe, wilden destroyers seek out the toughest enemies. They take pride in recording deeds of bravery and skill on their weapons. When multiple destroyers fight together, they prefer to split the enemies among them. To a destroyer, single

combat is the best measure of one's skill. Destroyers gang up only against larger enemies or if they outnumber their foes.

WILDEN HUNTER

Wilden are creatures of the woods, excellent hunters and trackers. Travelers can move through a forest for days without realizing that wilden hunters are on their trail.

Wilden Hunter	Level 2 Lurker
Medium fey humanoid	XP 125
HP 33; Bloodied 16	Initiative +8
AC 16, Fortitude 13, Reflex 15, Will 14	Perception +9
Speed 6	Low-light vision
TRAITS	
Camouflage	
The hunter can attempt a Stealth check to hide when it has cover or concealment instead of needing superior cover or total concealment.	
Sniper	
Whenever the hunter is hidden and misses with a ranged attack, it remains hidden.	
Hidden Shot	
The hunter deals 5 extra damage against enemies from which it is hidden.	
STANDARD ACTIONS	
⚔ Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 5 damage.	
🏹 Longbow (weapon) ♦ At-Will	
Attack: Ranged 20/40 (one creature); +7 vs. AC	
Hit: 1d10 + 3 damage.	
TRIGGERED ACTIONS	
Pursuit of the Hunter ♦ Encounter	
Trigger: An enemy ends its movement within 2 squares of the hunter.	
Effect (Immediate Reaction): The hunter shifts 3 squares. Until the end of its next turn, the hunter's ranged attacks against the triggering enemy deal 5 extra damage and ignore cover and concealment.	
Skills Athletics +6, Stealth +9	
Str 11 (+1)	Dex 16 (+4) Wis 17 (+4)
Con 15 (+3)	Int 11 (+1) Cha 10 (+1)
Alignment unaligned Languages Common, Elven	
Equipment leather armor, short sword, longbow, 20 arrows	

WILDEN HUNTERS IN COMBAT

Hunters prefer to ambush foes. They scout out the best places to hide along a path and then wait there, sometimes for days at a time. A hunter is a consummate sharpshooter and resorts to its short sword only as a desperate measure.

WILDEN ANCIENT

The wilden refer to their shamans as ancients. According to wilden lore, an ancient can cast its mind back through the collective history of the Feywild and some regions of the world. When an ancient slips into one of these trances, activity in its tribe comes to a halt. The ancient invariably awakens with an important prophecy that guides the tribe's actions.

Wilden Ancient	Level 4 Artillery (Leader)
Medium fey humanoid	XP 175
HP 45; Bloodied 22	Initiative +2
AC 16, Fortitude 13, Reflex 12, Will 15	Perception +11
Speed 6	Low-light vision
STANDARD ACTIONS	
⚔ Spear (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 damage, and one ally adjacent to the target can make a melee basic attack against the target as a free action with a +4 bonus to the attack roll.	
🌀 Spectral Vine (implement) ♦ At-Will	
Attack: Ranged 20 (one creature); +9 vs. Reflex	
Hit: 1d8 + 7 damage, and the ancient pulls the target 2 squares.	
⚡ Rumbling Earth (implement) ♦ Recharge ☞ ☞	
Attack: Area burst 1 within 10 (creatures in burst); +9 vs. Will	
Hit: 1d6 + 4 damage, and the target is immobilized (save ends).	
⚡ Lightning Storm (lightning, implement) ♦ Encounter	
Attack: Area burst 1 within 20 (enemies in burst); +9 vs. Fortitude	
Hit: 3d6 + 4 lightning damage.	
Miss: Half damage.	
MINOR ACTIONS	
Wisdom of the Ancient ♦ At-Will (1/round)	
Effect: One ally within 5 squares of the ancient gains a +2 power bonus to attack rolls until the end of the ally's next turn.	
TRIGGERED ACTIONS	
Voyage of the Ancients (teleportation) ♦ Encounter	
Trigger: The ancient hits an enemy with a close or an area attack.	
Effect (Free Action): The ancient teleports 3 squares. One enemy of the ancient's choice that was hit by the attack grants combat advantage until the end of the ancient's next turn.	
Skills Arcana +9, History +9, Nature +11	
Str 12 (+3)	Dex 10 (+2) Wis 19 (+6)
Con 15 (+4)	Int 15 (+4) Cha 14 (+4)
Alignment unaligned Languages Common, Elven	
Equipment hide armor, spear, totem	

WILDEN ANCIENTS IN COMBAT

An ancient is almost always accompanied by several destroyers that serve as its bodyguards. An ancient fights near the front ranks, far enough from its enemies to use its ranged attacks and area attacks without fear of provoking opportunity attacks. As it fights, an ancient shouts words of encouragement, invoking prophecies of victory while also providing sound tactical advice.

XIVORT

XIVORTS ARE THE WARPED COUSINS OF GNOMES. In ages past, they were captured by fomorians, tortured, and changed by fell magic. Over time, they adapted to their home in the Shadowdark by developing blue skin and saucerlike, leering yellow eyes.

In some ways, xivorts are pathetic creatures that can hardly be held accountable for their malice. Although some are still slaves to the fomorians, many have escaped to the Feywild and the world. They raid villages for food and treasure, seeking to dole out the same pain they endured at the fomorians' hands.

LORE

History DC 15: After the xivorts escaped from the clutches of the fomorians, they slipped into the Shadowfell as part of a bargain they made with a cabal of hags. The journey exaggerated the xivorts' already twisted forms, leaving them with glowing eyes, blue skin, and dark hair.

The hags had little use for the xivorts. They freed them solely to deal a blow to the fomorians. Cast adrift into the world, the xivorts took to pillaging. They harbor hatred for larger creatures and particularly enjoy tormenting goliaths and half-orcs.

ENCOUNTERS

Xivorts have a natural affinity for creatures of the shadows, particularly dark ones. Evil gnomes and halflings recruit xivorts as spies and minions. Xivorts hate ogres and giants, which enslave the creatures and use them as laborers and cannon fodder.

Xivorts have the ability to speak with bats and rats, and they use these beasts as allies and beasts of burden. Some xivorts even ride the creatures into battle.

XIVORT SLASHER

A slasher fights not for the thrill of victory or to defend its home, but simply to inflict pain. Each cut of its blade is like a stroke of an artist's brush, carefully guided to cause the most agony.

Xivort Slasher	Level 1 Skirmisher
Small fey humanoid	XP 100
HP 26; Bloodied 13	Initiative +4
AC 15, Fortitude 12, Reflex 13, Will 13	Perception +1
Speed 5	Darkvision
STANDARD ACTIONS	
⊕ Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 5 damage.	
⊕ Dagger (weapon) ♦ At-Will	
Attack: Ranged 5/10 (one creature); +6 vs. AC	
Hit: 1d4 + 3 damage.	

TRIGGERED ACTIONS

Cunning Step ♦ At-Will

Trigger: An enemy adjacent to the slasher is hit by an attack.
Effect (Free Action): The slasher shifts 1 square.

Shadow Step (teleportation) ♦ At-Will

Trigger: An enemy adjacent to the slasher hits it.
Effect (Immediate Reaction): The slasher teleports to another square adjacent to the triggering enemy.

Skills Bluff +5, Stealth +7

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

Alignment evil Languages Common, Elven

Equipment leather armor, short sword, 4 daggers

XIVORT SLASHERS IN COMBAT

Xivort slashers prefer to fight in close quarters, such as in the confines of their burrows and lairs. They use *shadow step* to gain flanking against a foe. They love to gang up on one enemy using *cunning step*.

XIVORT DARTER

Many xivorts learned the advantage of using small weapons that are easily hidden while fighting their fomorian masters decades ago. Instead of using large, bulky bows and crossbows, xivort darters hurl small, poisoned darts at foes.

Xivort Darter	Level 1 Artillery
Small fey humanoid	XP 100
HP 22; Bloodied 11	Initiative +2
AC 13, Fortitude 12, Reflex 13, Will 13	Perception +1
Speed 5	Darkvision
STANDARD ACTIONS	
⊕ Dagger (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d4 + 3 damage.	
⊕ Dart (weapon) ♦ At-Will	
Attack: Ranged 5/10 (one creature); +6 vs. Reflex	
Hit: 1d4 + 3 damage.	
↘ Dart Volley (weapon) ♦ At-Will	
Effect: The darter uses <i>dart</i> twice.	
↘ Dream Venom Dart (poison, weapon) ♦ Encounter	
Attack: Ranged 5/10 (one creature); +6 vs. Reflex	
Hit: 1d4 + 3 damage, and the target is dazed (save ends).	
TRIGGERED ACTIONS	
Darter's Step (teleportation) ♦ At-Will	
Trigger: An enemy adjacent to the darter hits it.	
Effect (Immediate Reaction): The darter teleports 2 squares.	
Str 13 (+1) Dex 14 (+2) Wis 12 (+1)	
Con 10 (+0) Int 10 (+0) Cha 11 (+0)	
Alignment evil Languages Common, Elven	
Equipment dagger, 4 darts	

XIVORT DARTERS IN COMBAT

Darters focus on heavily armored warriors. Although their narrow darts rarely score a deadly blow, darters are skilled at hitting gaps between armor plates.

XIVORT NET CASTER

In their battles against larger creatures, xivorts have learned a simple lesson: A larger foe brought to the ground is easier to overwhelm. The net caster's tactics reflect that lesson.



XIVORT

Xivort Net Caster		Level 1 Controller
Small fey humanoid		XP 100
HP 26; Bloodied 13	Initiative +3	
AC 15, Fortitude 12, Reflex 13, Will 13	Perception +1	
Speed 5	Darkvision	
TRAITS		
Cruel Slasher		
The net caster gains a +2 bonus to damage rolls against prone, immobilized, slowed, or restrained enemies.		
STANDARD ACTIONS		
⚔ Short Sword (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d6 + 5 damage.		
🕸 Net (weapon) ♦ At-Will		
Attack: Area burst 1 within 5 (creatures in burst); +5 vs. Reflex		
Hit: The target is restrained (save ends).		
MINOR ACTIONS		
🔗 Bolas (weapon) ♦ At-Will		
Attack: Ranged 5 (one creature); +5 vs. Reflex		
Hit: The target falls prone and cannot stand up until the end of the net caster's next turn.		
TRIGGERED ACTIONS		
👤 Shadow Step (teleportation) ♦ At-Will		
Trigger: An enemy adjacent to the net caster hits it.		
Effect (Immediate Reaction): The net caster teleports to another square adjacent to the triggering enemy.		
Str 13 (+1)	Dex 16 (+3)	Wis 12 (+1)
Con 10 (+0)	Int 10 (+0)	Cha 11 (+0)
Alignment evil		Languages Common, Elven
Equipment leather armor, short sword, 2 bolas, 4 nets		

XIVORT NET CASTERS IN COMBAT

A net caster's code of ethics reflects the xivorts' long years of slavery: A net caster believes that a weakened, helpless enemy is the best foe to attack. Net casters crowd around enemies downed by their bolas to put a quick end to them.

XIVORT SHADOW CALLER

Xivort spellcasters use a form of shadow magic. They gladly send parts of their souls to the Shadowfell in exchange for magic they can use to shield their warrens and slay their enemies.

XIVORT SHADOW CALLERS IN COMBAT

A shadow caller can animate and bind its enemies' shadows. *Shadow strangler* causes a foe's shadow to come to life and strangle its host. *Shadow phantoms* is a spell known only to xivorts. The eyes of the target's enemies glow with a horrid light that causes the target to shriek and cower.

Xivort Shadow Caller		Level 2 Artillery (Leader)
Small fey humanoid		XP 125
HP 32; Bloodied 16	Initiative +2	
AC 14, Fortitude 14, Reflex 14, Will 13	Perception +5	
Speed 5	Darkvision	
STANDARD ACTIONS		
⚔ Dagger (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d4 + 4 damage.		
👤 Shadow Phantoms (fear, implement, psychic) ♦ At-Will		
Attack: Ranged 10 (one creature); +7 vs. Will, with a +1 bonus per creature adjacent to the target		
Hit: 1d8 + 4 psychic damage, and the target grants combat advantage until the end of the shadow caller's next turn.		
⚡ Deathmark Bolt (implement, necrotic) ♦ Recharge [2] [2] [1]		
Attack: Ranged 10 (one creature); +7 vs. Will		
Hit: 1d8 + 4 necrotic damage, and one of the shadow caller's allies adjacent to the target can make a melee basic attack against the target as a free action.		
🔗 Shadow Strangler (implement) ♦ Encounter		
Attack: Ranged 10 (one creature); +7 vs. Reflex		
Hit: The target is immobilized and takes ongoing 5 damage (save ends both).		
TRIGGERED ACTIONS		
👤 Shadow Step (teleportation) ♦ At-Will		
Trigger: An enemy adjacent to the shadow caller hits it.		
Effect (Immediate Reaction): The shadow caller teleports to another square adjacent to the triggering enemy.		
Str 11 (+1)	Dex 14 (+3)	Wis 11 (+1)
Con 14 (+3)	Int 17 (+4)	Cha 16 (+4)
Alignment evil		Languages Common, Elven
Equipment dagger, wand		

YETI

THE MOURNFUL CRIES OF A YETI carry a chill across the rugged land and evoke fear in the hearts of the mountain folk. A yeti stalks mountain passes with others of its kind. Some say its eerie howls are meant to send prey fleeing, giving the creatures a scent to follow. The wise people of the mountains say otherwise. They say the howls are a reminder to civilized folk that in the mountains, the yetis reign.

LORE

Nature DC 17: Although yetis are a constant danger to those who inhabit the hills, people have adapted to their presence. A yeti's sense of smell is uncanny, and hunters have discovered that the yeti's greatest strength is also its weakness. Because yetis find the scent of rotting flesh abhorrent, they can be repelled from an area if it is festooned with spoiled meat.

To keep from being surprised by a yeti attack, mountain folk carefully monitor their herds of deer, goats, and bighorn sheep. When these creatures become agitated or seek refuge, it's a sure bet that yetis are near.



ENCOUNTERS

In the wild, yetis live only among their own kind. However, captive yetis might be found fighting in an arena among a menagerie of beasts.

Army commanders sometimes capture groups of wild yetis to release upon enemy encampments. Wicked feudal lords have learned to manipulate the environment by diminishing the wild game in an area so that the hungry yetis move into neighboring lands, ripening them for conquest. Other evil humanoids, such as orcs, hobgoblins, gnolls, and bugbears, keep yetis captive. They use the beasts to dispose of disloyal subordinates and prisoners.

YETI HUNTER

The people of the high mountains travel in armed groups, because a yeti can smell flesh fifteen miles away. A yeti hunter is aware when its prey struggles up an icy incline, picks a careful path around a drop-off, or takes shelter in an abandoned mining camp. It moves swiftly and effortlessly over ice and stone, whooping and howling as it closes in.

Yeti Hunter	Level 3 Soldier	
Medium natural beast	XP 150	
HP 49; Bloodied 24	Initiative +6	
AC 19, Fortitude 17, Reflex 15, Will 13	Perception +8	
Speed 6 (ice walk)	Low-light vision	
Resist 5 cold		
STANDARD ACTIONS		
⊕ Claw ♦ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d6 + 2 damage.		
† Twin Claw Grab ♦ At-Will		
Effect: The hunter uses <i>claw</i> twice. If both attacks hit the same target, the hunter grabs the target.		
➤ Howl of Challenge (psychic) ♦ At-Will		
Attack: Ranged 5 (one creature); +8 vs. Fortitude		
Hit: 1d6 + 2 psychic damage, and the target is marked until the end of the hunter's next turn.		
⚡ Call for Blood (psychic) ♦ Recharge when first bloodied		
Attack: Close burst 3 (enemies in burst); +6 vs. Will		
Hit: 2d6 + 2 psychic damage, and the target is marked (save ends).		
⚡ Fearsome Howl (fear, thunder) ♦ Encounter		
Attack: Close blast 4 (enemies in blast); +6 vs. Will		
Hit: 1d6 + 3 thunder damage, and the hunter pushes the target 3 squares.		
Skills Intimidate +7		
Str 18 (+5)	Dex 17 (+4)	Wis 15 (+3)
Con 17 (+4)	Int 9 (+0)	Cha 13 (+2)
Alignment unaligned	Languages –	

YETI HUNTERS IN COMBAT

A yeti hunter's howls echo from peak to peak, making it impossible for listeners to tell the creature's direction or proximity. The travelers flee in terror over the treacherous ground until one falls to a twisted ankle. Most of the travelers choose to leave their injured companion behind. A few virtuous

members might stay to fight—and perhaps to die. It matters little to the yetis; cowards and warriors taste the same. The hunt ends quickly. A chorus of euphoric howls signals the outcome of the fight. Soon, the red-tinged snow and white bones disappear under a coat of fresh snow, erasing the evidence of those who stayed to fight the yetis.

YETI HOWLER

The mountain folk tell stories of wailing ghosts—the spirits of loved ones tragically killed in avalanches and blizzards. They believe that yetis are embodiments of angry ghosts. The creatures' howls tell of the sad injustice of their premature deaths.

Before an avalanche, a blizzard, or a deadly frost, ghostly shrieks emanate from the mountaintops. Without fail, the yetis sweep down, riding the icy wind to hunt the low mountains. Some believe the howls to be a warning, a prescient call from a departed companion. Others say they are merely the wails of ravenous monsters.

Yeti Howler	Level 4 Controller	
Medium natural beast	XP 175	
HP 58; Bloodied 29	Initiative +5	
AC 18, Fortitude 16, Reflex 15, Will 16	Perception +11	
Speed 6 (ice walk)	Low-light vision	
Resist 5 cold		
TRAITS		
Chilling Wail ◆ Aura 3		
Any enemy that ends its turn within the aura takes 5 psychic damage and takes a -2 penalty to defenses until the end of its next turn.		
STANDARD ACTIONS		
⚔ Claw ◆ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC Hit: 1d6 + 5 damage.		
⚡ Hurl Boulder ◆ Recharge [2] [1]		
Attack: Area burst 1 within 5 (creatures in burst); +9 vs. AC Hit: 1d10 + 3 damage.		
⚡ Fearsome Howl (fear, thunder) ◆ Encounter		
Attack: Close blast 4 (enemies in blast); +7 vs. Will Hit: 1d8 + 4 thunder damage, and the yeti pushes the target 3 squares.		
⚡ Piercing Shriek (thunder) ◆ Encounter		
Attack: Close burst 3 (enemies in burst); +7 vs. Will Hit: 1d10 + 5 damage, and if the target ends its next turn within 5 squares of the yeti, it takes 5 thunder damage.		
Skills Intimidate +9		
Str 18 (+6)	Dex 16 (+5)	Wis 18 (+6)
Con 18 (+6)	Int 10 (+2)	Cha 15 (+4)
Alignment unaligned		Languages —

YETI HOWLERS IN COMBAT

The wail of mountain winds carries with it the terrorizing, dissonant call of yeti howlers. At the noise, cats hiss and arch their backs, dogs whine and pace, and even a stalwart warrior feels his or her hair standing on end.

YETI RAMPAGER

The prospect of gold and silver sends miners to the hills, filling them with dreams of wealth. From nothing, a mining town arises; its founders seek to build a life of luxury and privilege upon a rugged, inhospitable foundation. The prospectors might be able to endure despite collapsing mines, lethal gas, avalanches, and blizzards—but they are sorely tested by the one force of nature that actively seeks them out. A yeti rampager is a horned creature of fang, fur, claw, and terror, and it delivers death to those who venture into its domain.

Yeti Rampager	Level 5 Skirmisher	
Medium natural beast	XP 200	
HP 67; Bloodied 33	Initiative +7	
AC 19, Fortitude 19, Reflex 17, Will 15	Perception +11	
Speed 7 (ice walk)	Low-light vision	
Resist 5 cold		
TRAITS		
Furious Charger		
The rampager deals 5 extra damage on charge attacks.		
STANDARD ACTIONS		
⚔ Claw ◆ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC Hit: 1d6 + 6 damage.		
⚡ Battle Howl (fear, psychic) ◆ At-Will		
Attack: Ranged 7 (one creature); +8 vs. Will Hit: 1d6 + 4 psychic damage, and the rampager charges the target.		
⚡ Trample ◆ Encounter		
Effect: The rampager shifts its speed and can enter enemies' spaces during the shift. Each time the rampager enters an enemy's space for the first time during the shift, it makes the following attack against that enemy. Attack: Melee 0; +8 vs. Reflex Hit: 1d6 + 4 damage, and the enemy falls prone.		
⚡ Fearsome Howl (fear, thunder) ◆ Encounter		
Attack: Close blast 4 (enemies in blast); +8 vs. Will Hit: 1d10 + 6 thunder damage, and the rampager pushes the target 3 squares.		
Str 19 (+6)	Dex 17 (+5)	Wis 19 (+6)
Con 19 (+6)	Int 11 (+2)	Cha 16 (+5)
Alignment unaligned		Languages —

YETI RAMPAGERS IN COMBAT

When food is scarce, not even the strongest defenses can deter yeti rampagers. They break down gates and tear apart buildings, moving quickly from meal to meal, never staying long before darting away in search of more fresh meat.

YUAN-TI

THROUGH DARK RUINS, yuan-ti slither and slide, twining themselves around ancient statues of their dark god, Zehir. They might lurk beneath the floorboards of a tavern, in the sewers under the streets, and in the echoing halls of an abandoned manse. Their plots are devious and expansive. Yuan-ti send assassins to kill enemies of the faith, equipping the rogues with venom from their serpentine bodies. They act from the darkness, corrupting or killing anyone who stands in their way.

Among Zehir's followers are snaketongue cultists, who pay homage to Zehir by seeking to remake themselves in the dark god's image. As Zehir's followers spread like poison through the veins of the world, the god plots and plans in the Astral Sea. The mightiest of the yuan-ti, those who have proven themselves to be the most clever and the most capable, are privy to Zehir's divine machinations. While most of his followers seek to topple political structures of the world, Zehir and his most trusted devotees have a greater objective: absolute authority over the cosmos.

Zehir believes that only a single, powerful ruler can check the primordials' return to power. Other deities are content to let Zehir spread havoc among their enemies. Still, they keep an eye on him, lest his plans grow to threaten their own grips on power.

LORE

Nature DC 28: As a baby snake devours small prey and grows in strength and size, so too does a yuan-ti start with small victories, feeding and nurturing itself to increase the overall might of its race. The greatest yuan-ti exhibit strength, cunning, and adaptability, and those that attain great victories in the name of Zehir receive blessings from the dark god.

A cult of Zehir works to spread the will of its god surreptitiously in communities both large and small. People living in a settlement might not notice the presence of a cult until it has worked its way into a position to strike. Then, using either force or the area's local politics, the cult coerces a community's citizens into converting. Once the yuan-ti gain control, they gather useful resources such as weapons, food, and magic items, and they send the goods to other sects or even through portals to Zehir's realm. The objective of these cultists is to spread Zehir's control over the world by fostering burgeoning groups of worshippers.



ENCOUNTERS

Although yuan-ti believe that their race knows no equal, they wisely use any allies they can obtain. Medusas and nagas hold a place of honor among yuan-ti because of their serpentine physiques. As a means to an end, yuan-ti might join rakshasas or jackalweres for short times. Monsters of more rudimentary intelligence, such as snakes, behirs, and cockatrices, are welcome pets and guardians. Creatures that are deaf to the dark god's persuasion or blind to the merits of allying with yuan-ti become either hirelings or food for hatchlings.

COIL OF ZEHIR

More snake than humanoid, a coil of Zehir uses its arms and legs infrequently, preferring to slither rather than walk. Other yuan-ti admire a coil of Zehir's grace and form.

Coil of Zehir		Level 26 Controller	
Large magical beast (reptile)			
HP 235; Bloodied 117	Initiative +17		
AC 39, Fortitude 38, Reflex 39, Will 38	Perception +15		
Speed 7, climb 7			
Resist 15 poison			
STANDARD ACTIONS			
⊕ Slam ♦ At-Will			
Attack: Melee 3 (one creature); +31 vs. AC			
Hit: 3d10 + 10 damage, and the coil of Zehir pulls the target 2 squares and grabs it. The coil of Zehir can have only one creature grabbed at a time.			
⊖ Crushing Coils ♦ At-Will			
Attack: Melee 3 (one creature grabbed by the coil of Zehir); +31 vs. Fortitude			
Hit: 40 damage, and the target is dazed until the end of the coil of Zehir's next turn.			
MINOR ACTIONS			
↶ Tail Sweep ♦ Recharge ☼☼☼☼☼☼			
Attack: Close burst 3 (enemies in burst); +31 vs. Reflex			
Hit: The target falls prone.			
Str 22 (+19)	Dex 19 (+17)	Wis 15 (+15)	
Con 19 (+17)	Int 12 (+14)	Cha 10 (+13)	
Alignment evil		Languages Draconic	

COILS OF ZEHIR IN COMBAT

A coil of Zehir relishes twining its body around a foe and squeezing the life out of it. As the pressure increases, the last sensation the prey feels is the darting tongue of the coil of Zehir.

YUAN-TI ABOMINATION BERSERKER

Zehir gifted his berserkers with muscles instead of minds. A berserker of Zehir understands combat and little else. It knows not to attack other yuan-ti and cultists. Other yuan-ti treat a berserker gently, as they would treat a child—a dangerous, rabid child.

Yuan-ti Abomination Berserker		Level 26 Brute	
Large natural magical beast (reptile)			
HP 293; Bloodied 146	Initiative +15		
AC 37, Fortitude 38, Reflex 37, Will 36	Perception +16		
Speed 7			
Resist 15 poison			
STANDARD ACTIONS			
⊕ Slam ♦ At-Will			
Attack: Melee 2 (one creature); +31 vs. AC			
Hit: 4d10 + 15 damage.			
⊖ Roundhouse Slam ♦ Recharge ☼☼☼☼☼☼			
Effect: The berserker uses <i>slam</i> against each enemy adjacent to it.			
TRIGGERED ACTIONS			
⊖ Berserk Attack ♦ At-Will			
Requirement: The berserker must be bloodied.			
Trigger: An attack hits the berserker.			
Effect (Immediate Reaction): The berserker uses <i>slam</i> .			
Str 28 (+22)	Dex 15 (+15)	Wis 17 (+16)	
Con 23 (+19)	Int 7 (+11)	Cha 10 (+13)	
Alignment evil		Languages Draconic	

YUAN-TI ABOMINATION BERSERKERS IN COMBAT

Rampaging across the battlefield with little regard for tactics, berserkers strike at whatever enemy is nearest or obvious. They attack foes that mark them, more from a primitive impulse than because of good sense.

YUAN-TI MALISON GUARD

Yuan-ti battle plans almost always rely on yuan-ti malison guards. Though a malison guard must deal with the stigma of appearing more humanoid than others of its kinfolk, it carries itself with pride and confidence.

Yuan-ti Malison Guard		Level 27 Soldier (Leader)	
Medium natural humanoid (reptile)			
HP 242; Bloodied 121	Initiative +21		
AC 42, Fortitude 39, Reflex 38, Will 37	Perception +15		
Speed 7			
Resist 15 poison			
TRAITS			
⚙ Overlapping Scales ♦ Aura 1			
Allies within the aura gain a +2 power bonus to AC.			
STANDARD ACTIONS			
⊕ Scimitar (poison, weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +32 vs. AC			
Hit: 2d8 + 11 damage, and the target is marked and takes ongoing 15 poison damage (save ends both).			
⊖ Longbow (poison, weapon) ♦ At-Will			
Attack: Ranged 20/40 (one creature); +32 vs. AC			
Hit: 2d10 + 4 damage, and ongoing 15 poison damage (save ends).			
Skills Athletics +23, Endurance +22			
Str 21 (+18)	Dex 22 (+19)	Wis 15 (+15)	
Con 18 (+17)	Int 10 (+13)	Cha 19 (+17)	
Alignment evil		Languages Draconic	
Equipment scimitar, longbow, 20 arrows			

YUAN-TI MALISON GUARDS IN COMBAT

Teamwork is the hallmark of malison guards. With fervor for its dark god coursing through its veins, a guard performs a sinuous dance of sword and scale, defending allies and threatening foes.

YUAN-TI ABOMINATION SPITTER

These creatures are also known as cobra strikers because of their flaring hoods and dangerous venom. A spitter's exposure to powerful divine magic gives its poison a virulence far exceeding that of a normal serpent.

Yuan-ti Abomination Spitter		Level 27 Artillery
Large natural magical beast (reptile)		XP 11,000
HP 186; Bloodied 93		Initiative +18
AC 39, Fortitude 39, Reflex 39, Will 37		Perception +22
Speed 7, climb 7		
Resist 15 poison		
STANDARD ACTIONS		
⊕ Bite (poison) ⊕ At-Will		
Attack: Melee 1 (one creature); +32 vs. AC		
Hit: 2d6 + 8 damage, and ongoing 15 poison damage (save ends).		
☞ Spit Venom (poison) ⊕ At-Will		
Attack: Ranged 20 (one creature); +32 vs. Reflex		
Hit: 3d6 + 9 poison damage, and ongoing 15 poison damage (save ends).		
⬅ Venom Spray (poison) ⊕ Recharge ☹ ☹ ☹		
Attack: Close burst 5 (enemies in burst); +32 vs. Fortitude		
Hit: 2d8 + 5 poison damage, and the target is dazed (save ends).		
Miss: Half damage.		
TRIGGERED ACTIONS		
Cobra Hood ⊕ At-Will		
Trigger: An attack hits the spitter.		
Effect (Immediate Reaction): The spitter gains a +4 bonus to AC until the end of its next turn.		
Str 22 (+19)	Dex 20 (+18)	Wis 19 (+17)
Con 18 (+17)	Int 7 (+11)	Cha 10 (+13)
Alignment evil		Languages Draconic

YUAN-TI ABOMINATION SPITTERS IN COMBAT

Nothing pleases a spitter more than to punish those who resist Zehir. It considers the poison coursing through it to be divine, so it seeks to unleash the venom upon nonbelievers. Enemies affected by the poison feel a slight prickle and then a sudden jolt, as



if a million tiny shards of ice were moving throughout the body. Spitters call this moment “seeking the dark god’s punishment.”

YUAN-TI MALISON BLESSED

Members of Zehir’s priesthood aspire to become his blessed. A blessed receives power from the deity to further Zehir’s ambition across the planes.

Yuan-ti Malison Blessed		Level 28 Controller (Leader)
Medium natural humanoid (reptile)		XP 13,000
HP 250; Bloodied 125		Initiative +23
AC 39, Fortitude 36, Reflex 39, Will 38		Perception +27
Speed 7		
Resist 15 poison		
TRAITS		
☼ Zehir’s Favor ⊕ Aura 3		
Any ally within the aura can reroll one failed power recharge roll at the start of its turn.		
☼ Zehir’s Agony (poison) ⊕ Aura 5		
Any enemy that starts its turn within the aura takes 15 poison damage.		
Slither Away		
While the blessed is bloodied, it gains a +2 bonus to speed and a +5 bonus to all defenses.		
STANDARD ACTIONS		
⊕ Scimitar (poison, weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +33 vs. AC		
Hit: 3d8 + 8 damage, and the target loses poison resistance and takes a -2 penalty to saving throws against poison effects (save ends both).		
MINOR ACTIONS		
Zehir’s Command ⊕ Recharge ☹		
Effect: One or two allies within 5 squares of the blessed can each either make a melee basic attack as a free action or shift its speed as a free action.		
TRIGGERED ACTIONS		
Shifting Feet ⊕ At-Will		
Trigger: An enemy within 5 squares of the blessed shifts.		
Effect (Immediate Reaction): The blessed slides the triggering enemy 2 squares.		
Skills Athletics +23, Religion +25		
Str 18 (+18)	Dex 28 (+23)	Wis 26 (+22)
Con 18 (+18)	Int 22 (+20)	Cha 21 (+19)
Alignment evil		Languages Draconic
Equipment scimitar		

YUAN-TI MALISON BLESSEDS IN COMBAT

Honored by its deity with a gift that enables it to instill fervor in its allies, a blessed collaborates with malison guards to capture and control yuan-ti anathemas, which they imprison and force into service.

YUAN-TI MALISON ASSASSIN

Zehir has the patience of a god, but when his plans are foiled, that patience is replaced by unbridled rage. He tasks his elite assassins with tracking and slaying those who defy his power. These warriors believe they are reincarnated repeatedly and are fated to serve their lord for eternity.

Yuan-ti Malison Assassin		Level 28 Lurker	
Medium natural humanoid, yuan-ti (reptile)		XP, 13,000	
HP 194; Bloodied 97	AC 41, Fortitude 39, Reflex 40, Will 40		Initiative +28
Speed 8	Resist 15 poison		Perception +26
STANDARD ACTIONS			
⚔ Longsword (poison, weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +33 vs. AC			
Hit: 2d8 + 9 damage, and the target is blinded until the end of the assassin's next turn.			
† Death Strike (poison) ♦ At-Will			
Attack: Melee 1 (one creature that cannot see the assassin); +33 vs. AC			
Hit: 4d8 + 18 damage, and the target takes ongoing 15 damage and a -2 penalty to saving throws (save ends both).			
First Failed Saving Throw: The ongoing damage increases by 5, and the penalty to saving throws worsens by 1.			
TRIGGERED ACTIONS			
Shield of Zehir ♦ At-Will			
Trigger: A ranged or a melee attack hits the assassin.			
Effect (Immediate Reaction): The triggering attack also hits a blinded enemy adjacent to the assassin of the assassin's choice.			
Skills Athletics +23, Bluff +22, Stealth +29			
Str 19 (+18)	Dex 30 (+24)	Wis 24 (+21)	
Con 20 (+19)	Int 19 (+18)	Cha 17 (+17)	
Alignment evil		Languages Common, Draconic	
Equipment longsword			

YUAN-TI MALISON ASSASSINS IN COMBAT

Malison assassins strike from ambush, and their brazen attacks draw the ire of the gods whose domains they enter. To gain access to astral dominions, an assassin or group of assassins adopts an innocent disguise, such as a traveling monk or a merchant and his retinue. The assassins then act with deadly speed and flee before they can be brought to justice.

YUAN-TI MALISON STALKER

The stalkers are Zehir's instrument of vengeance, favored warriors that pursue enemies of the yuan-ti. They hunt those who have defiled yuan-ti holy places, stolen sacred artifacts, or hurt yuan-ti young or adolescents.

Yuan-ti Malison Stalker		Level 28 Skirmisher	
Medium natural humanoid (reptile)		XP 13,000	
HP 254; Bloodied 127	AC 42, Fortitude 40, Reflex 40, Will 41		Initiative +24
Speed 8	Resist 15 poison		Perception +21
TRAITS			
Doom of Zehir			
If the only creature adjacent to the stalker is the target of its melee attack, the stalker rolls the attack twice and takes the higher of the two results.			

STANDARD ACTIONS		
⚔ Greataxe (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +33 vs. AC		
Hit: 3d12 + 17 damage.		
MINOR ACTIONS		
Serpent's Dance (teleportation) ♦ At-Will		
Effect: The stalker teleports 3 squares.		
Skills Athletics +23, Religion +21, Stealth +27		
Str 19 (+18)	Dex 27 (+22)	Wis 24 (+21)
Con 22 (+20)	Int 14 (+16)	Cha 15 (+16)
Alignment evil		Languages Common, Draconic
Equipment greataxe		

YUAN-TI MALISON STALKERS IN COMBAT

Stalkers use stealth and speed to close in on their targets. They prefer to fight one-on-one, placing *doom of Zehir* upon their prey. A stalker typically uses *serpent's dance* to pursue a foe, but it also employs that power to withdraw into hiding and thereby gain a tactical advantage.

MOLT OF ZEHIR

The sloughed skin of a powerful yuan-ti attracts hordes of snakes that fill the cast-off form, animating it and creating a molt of Zehir.

Molt of Zehir		Level 26 Minion Skirmisher	
Medium natural beast (reptile)		XP 2,250	
HP 1; a missed attack never damages a minion.	AC 39, Fortitude 38, Reflex 39, Will 37		Initiative +21
Speed 7	Resist 15 poison		Perception +16
STANDARD ACTIONS			
⚔ Bite ♦ At-Will			
Attack: Melee 1 (one creature); +31 vs. AC			
Hit: 17 damage.			
TRIGGERED ACTIONS			
← Horde of Snakes (poison)			
Trigger: The molt drops to 0 hit points.			
Attack (No Action): Close burst 1 (enemies in burst); +30 vs. Fortitude			
Hit: 10 damage, and ongoing 15 poison damage (save ends).			
Str 22 (+19)	Dex 22 (+19)	Wis 17 (+16)	
Con 17 (+16)	Int 3 (+9)	Cha 10 (+13)	
Alignment evil		Languages –	

MOLTS OF ZEHIR IN COMBAT

The surface of a molt's skin isn't still. Instead, it ripples because of the snakes that slither within the former yuan-ti's skin. Some who have watched the final moments of a molt of Zehir claim that seeing the form collapse into a writhing pile of snakes is worse than being bitten by the mass that pours forth.

GLOSSARY

This glossary defines some of the game terms used in this book, as well as terms related to them. The material here assumes you're familiar with Chapter 5 (Skills) and Chapter 9 (Combat) in the *Player's Handbook*.

This information supersedes previous sources and incorporates clarifications and new rules.

aberrant [origin]: Aberrant creatures are native to or shaped by the Far Realm.

acid [keyword]: A damage type. See also **damage type**.

air [keyword]: An air creature is strongly connected to the element of air.

angel [keyword]: Angels are immortal creatures native to the Astral Sea. They don't need to breathe, eat, or sleep.

animate [type]: Animate creatures are given life through magic. They don't need to breathe, eat, or sleep.

aquatic [keyword]: Aquatic creatures can breathe underwater. In aquatic combat, an aquatic creature gains a +2 bonus to attack rolls against nonaquatic creatures. See also "Aquatic Combat," *Dungeon Master's Guide*, page 45.

beast [type]: Beasts are either ordinary animals or creatures akin to them. They behave instinctively.

blind [keyword]: A blind creature relies on special senses, such as blindsight or tremorsense, to see within a specified range, beyond which the creature can't see. The creature is immune to gaze attacks and cannot be blinded.

blinded [condition]: While a creature is blinded, it can't see, which means its targets have total concealment against it, and it takes a -10 penalty to Perception checks. It also grants combat advantage and can't flank.

blindsight: A creature that has blindsight can clearly see creatures or objects within a specified range and within line of effect, even if they are invisible or obscured. The creature otherwise relies on its normal vision.

blocking terrain: A type of terrain that blocks squares, often by filling them. *Examples:* Walls, doors, and large pillars. Blocking terrain provides cover, interferes with movement around it, and blocks line of effect. It also blocks line of sight, unless it's transparent. See also "Terrain and Obstacles," *Player's Handbook*, page 283.

burrow speed: A creature that has a burrow speed can move through loose earth at a specified speed, and the creature can move through solid stone at half that speed. The creature can't shift or charge while burrowing.

charm [keyword]: An effect type. A charm power controls a creature's actions in some way. This control is often represented by the creature being forced to attack its ally or being subjected to the dominated condition.

climb speed: A creature that has a climb speed moves on vertical surfaces at that speed without making Athletics checks to climb. While climbing, the creature ignores difficult terrain, and climbing doesn't cause it to grant combat advantage.

clumsy: Some creatures are clumsy while using a specific movement mode (noted next to that mode in the creature's "Speed" entry), and others are clumsy while on the ground (noted next to the creature's speed). While a creature is clumsy, it takes a -4 penalty to attack rolls and all defenses.

cold [keyword]: A damage type. A creature that has this keyword is at least partially composed of ice. See also **damage type**.

construct [keyword]: Constructs are not living creatures, so effects that specifically target living creatures do not work against them. They don't need to breathe, eat, or sleep.

damage type: Many attacks deal a specific type of damage. Each damage type has a keyword associated with it. If a power has such a keyword, the power deals that type of damage (the exception is poison, the keyword for which refers to damage, a nondamaging effect, or both).

darkvision: A creature that has darkvision can see in dim light and darkness without penalty. This means the creature ignores the -2 penalty to attack rolls when it attacks a target that has concealment as a result of dim light and the -5 penalty to attack rolls when it attacks a target that has total concealment as a result of darkness.

dazed [condition]: While a creature is dazed, it can take either a standard, a move, or a minor action on its turn. It can still take free actions, but it can't take immediate or opportunity actions. It also grants combat advantage and can't flank.

deafened [condition]: While a creature is deafened, it can't hear, and it takes a -10 penalty to Perception checks.

demon [keyword]: Demons are chaotic evil elemental creatures native to the Abyss. They don't need to sleep.

devil [keyword]: Devils are evil immortal creatures native to the Nine Hells. They don't need to sleep.

disease [keyword]: Some powers expose a creature to a disease. If a creature is exposed to a disease one or more times during an encounter, it makes one saving throw at the end of the encounter to determine if it contracts that disease. If the saving throw fails, the creature is infected. See also "Disease," *Dungeon Master's Guide*, page 49.

dominated [condition]: While a creature is dominated, it can't take actions. Instead, the dominator chooses a single action for the creature to take on its turn: a standard, a move, or a minor action. The only powers the dominator can make the creature use are at-will powers. The creature also grants combat advantage and can't flank.

dragon [keyword]: Dragons are reptilian creatures. Most of them have wings as well as a breath weapon.

earth [keyword]: An earth creature is strongly connected to the element of earth.

earth walk: A type of terrain walk. A creature that has earth walk ignores difficult terrain that is rubble, uneven stone, or an earthen construction.

elemental [origin]: Elemental creatures are native to the Elemental Chaos.

extra damage: Many powers and other effects grant the ability to deal extra damage. Extra damage is always in addition to other damage. This means an attack that deals no damage, such as the wizard power *sleep*, can't deal extra damage.

fear [keyword]: An effect type. A fear power inspires fright. This fright is often represented by a creature being forced to move, taking a penalty to attack rolls, or granting combat advantage.

fey [origin]: Fey creatures are native to the Feywild.

fire [keyword]: A damage type. A creature that has this keyword is strongly connected to the element of fire. See also **damage type**.

fly speed: A creature that has a fly speed can fly a number of squares up to that speed as a move action. To remain in the air, the creature must move at least 2 squares during its turn, or it crashes at the end of its turn. While flying, the creature can't shift or make opportunity attacks, and it crashes if it's knocked prone. See also "Flying," *Dungeon Master's Guide*, page 47.

force [keyword]: A damage type. See also **damage type**.

forest walk: A type of terrain walk. A creature that has forest walk ignores difficult terrain that is part of a tree, underbrush, or some other forest growth.

gaze [keyword]: A kind of attack. Blind or blinded creatures are immune to gaze attacks, and a creature cannot make a gaze attack while blinded.

giant [keyword]: Giants are Large or larger humanoid creatures.

grabbed: See "Escape" and "Grab," *Player's Handbook*, pages 288 and 290.

half damage: When a power or another effect deals half damage, apply all modifiers to the damage, including resistances and vulnerabilities, and then divide the damage in half.

healing [keyword]: An effect type. A healing power restores hit points, usually either by restoring hit points immediately or by granting regeneration.

heavily obscured: A measure of visibility and a type of obscured terrain. A creature has total concealment when it is in a heavily obscured square, although it has only concealment against an enemy adjacent to it. *Examples:* Heavy fog, smoke, or foliage. Contrast with **lightly obscured** and **totally obscured**.

helpless [condition]: While a creature is helpless, it grants combat advantage and can be the target of a coup de grace (*Player's Handbook*, page 288).

hidden: When a creature is hidden from an enemy, the creature is silent and invisible to that enemy. A creature normally uses the Stealth skill to become hidden. See also **invisible**.

hindering terrain: A type of terrain that hinders creatures, usually by damaging them. *Examples:* Pits, lava, and deep water. A creature can make a saving throw when it is pulled, pushed, slid, or teleported into hindering terrain. See also "Falling," *Player's Handbook*, page 284, and **teleportation**.

homunculus [keyword]: Homunculi are animate constructs tasked with guarding a creature, an area, or an object.

hover: If a creature can hover, it can remain in the air without moving during its turn. It can also shift and make opportunity attacks while flying. See also **fly speed**.

humanoid [type]: Humanoid creatures vary greatly in how much they resemble humans. Most are bipedal.

ice walk: A type of terrain walk. A creature that has ice walk ignores difficult terrain that is ice or snow.

illusion [keyword]: An effect type. An illusion power deceives the mind or the senses. Illusions often obstruct vision or redirect attacks. If an illusion power deals damage, the damage itself is not an illusion.

immobilized [condition]: When a creature is immobilized, it can't move, unless it teleports or is pulled, pushed, or slid.

immortal [origin]: Immortal creatures are native to the Astral Sea. Unless they are killed, they live forever.

implement [keyword]: An accessory type. This keyword identifies a power that can be used through an implement. A monster's statistics block notes the implements it uses. See also "Adding Equipment," *Dungeon Master's Guide*, page 174.

insubstantial: When a creature is insubstantial, it takes half damage from any damage source, including ongoing damage. See also **half damage**.

invisible: If a creature is invisible, it has several advantages against creatures that can't see it: It has total concealment against them, it does not provoke opportunity attacks from them, and they grant combat advantage to it.

lightly obscured: A measure of visibility and a type of obscured terrain. A creature has concealment when it is in a lightly obscured square. *Examples:* Dim light, foliage, fog, smoke, and heavy rain or falling snow. Contrast with **heavily obscured** and **totally obscured**.

lightning [keyword]: A damage type. See also **damage type**.

living construct [keyword]: Unlike other constructs, living constructs are living creatures.

low-light vision: A creature that has low-light vision can see in dim light without penalty. This means the creature ignores the -2 penalty to attack rolls when it attacks a target that has concealment as a result of dim light.

magical beast [type]: Magical beasts resemble beasts but often behave like people.

marked [condition]: When a creature marks a target, that target takes a -2 penalty to attack rolls for any attack that doesn't include the creature as a target. A creature can be subjected to only one mark at a time, and a new mark supersedes an old one.

minion: A minion is destroyed when it takes any damage. If a minion is missed by an attack that deals damage on a miss, the minion doesn't take that damage.

mount [keyword]: A creature that has the mount keyword has at least one mount power. A mount power is usable only when the creature's rider has the Mounted Combat feat. See also "Mounted Combat," *Dungeon Master's Guide*, page 46.

move: Whenever a creature, an object, or an effect leaves a square to enter another, it is moving, whether that move is done willingly or is forced. This means shifting, teleporting, and being pushed are all moves, for example.

If a power notes a distance that a creature or any of its allies move willingly (for example, "shift 2 squares"), the creature allowed to move can decide to move all, some, or none of that distance. Similarly, if a power forcibly moves an enemy (for example, "push the target 3 squares"), the creature using that power can decide to move the enemy all, some, or none of that distance.

If a power specifies the destination for a creature or an ally's move (for example, "a square adjacent to the target"), the creature allowed to move decides either to move to that destination or not. It can't move partway. Similarly, if a power specifies where a creature forces an enemy to move, the creature decides either to move the enemy there or not.

See also "Movement and Position," *Player's Handbook*, page 282.

natural [origin]: Natural creatures are native to the natural world.

necrotic [keyword]: A damage type. See also **damage type**.

once per round: Some effects are usable only once per round (sometimes noted as "1/round"). If a creature uses such an effect, it can't use the effect again until the start of its next turn.

ooze [keyword]: Oozes are amorphous creatures.

phasing: While phasing, a creature ignores difficult terrain and can move through obstacles and other creatures, but it must end its movement in an unoccupied space.

plant [keyword]: Plant creatures are composed of vegetable matter. They don't need to sleep.

poison [keyword]: A damage and effect type. A poison power delivers a nondamaging poisonous effect, deals poison damage, or both. See also **damage type**.

polymorph [keyword]: An effect type. Polymorph powers change a creature's physical form in some way.

One Polymorph at a Time: If a creature is affected by more than one polymorph power, only the most recent one has any effect. The other powers' effects remain on the creature

and their durations expire as normal, but those effects don't apply. However, when the most recent effect ends, the next most recent one that is still active applies to the creature. For example, if a jackalwere is under the effect of *change shape* and a character uses a polymorph power against the jackalwere, the effect of *change shape* is suppressed until the character's polymorph effect ends on the jackalwere.

Changing Size: If a polymorph power reduces a creature's space, the creature does not provoke opportunity attacks for leaving squares as it shrinks.

If a polymorph effect would make a creature too large to fit in the available space, the effect fails against the creature, but the creature is stunned (save ends).

Death Ends: Polymorph effects end on a creature immediately when it dies.

prone [condition]: When a creature is prone, it is lying down. It takes a -2 penalty to attack rolls, and the only way it can move is by crawling, teleporting, or being pulled, pushed, or slid. In addition, it grants combat advantage to enemies making melee attacks against it, but it gains a +2 bonus to all defenses against ranged attacks from enemies that aren't adjacent to it.

If a creature is flying when it falls prone, it safely descends a distance equal to its fly speed. If it doesn't reach a solid surface, it falls.

A creature can drop prone as a minor action.

psychic [keyword]: A damage type. See also **damage type**.

radiant [keyword]: A damage type. See also **damage type**.

regeneration: See *Player's Handbook*, page 293.

reliable [keyword]: If a creature misses every target with a reliable power, the use of that power isn't expended.

removed from play: Some effects can temporarily remove a creature from play. While a creature is removed from play, its turns start and end as normal, but it can't take actions. In addition, it has neither line of sight nor line of effect to anything, and nothing has line of sight or line of effect to it.

reptile [keyword]: Reptiles are cold-blooded creatures that have scaly skin.

restrained [condition]: While a creature is restrained, it is immobilized, and it can't be pulled, pushed, or slid. It also takes a -2 penalty to attack rolls, and it grants combat advantage. See also **immobilized**.

save: A successful saving throw. A save ends an effect that includes one of the following notations in parentheses: "save ends," "save ends both," or "save ends all." See also "Saving Throws," *Player's Handbook*, page 279.

Identical Effects That a Save Can End: If a creature is subjected to identical effects that a save can end, including ongoing damage, it ignores all but one of those effects. For example, if a creature is dazed (save ends) and then is attacked and again dazed (save ends), it ignores the second effect, since it is identical to the effect it is already suffering.

A creature never makes multiple saving throws against identical effects. It does, however, make separate saving throws against effects that aren't identical, even if they contain the same condition. For example, dazed (save ends) and dazed and immobilized (save ends both) are not identical effects, so a creature must make separate saving throws against them. See also "Ongoing Damage," *Player's Handbook*, page 278.

Overlapping Durations: When a creature is subjected to identical effects that end at different times, it ignores all the effects but the one that has the most time remaining. Effects that a save can end work differently, since it's unknown when they're going to end. You, therefore, track effects that a save can end separately from effects that end at specific times. See also "Durations," *Player's Handbook*, page 278.

shadow [origin]: Shadow creatures are native to the Shadowfell.

shapechanger [keyword]: Shapechangers have the ability to alter their form, whether freely or into specific forms.

sleep [keyword]: An effect type. Sleep powers cause creatures to fall unconscious. Unless a power says otherwise, this unconsciousness is not normal sleep, so a creature that is subjected to it cannot be simply awakened; the power specifies how the unconsciousness ends. See also **unconscious**.

slowed [condition]: When a creature is slowed, its speed becomes 2 if it was higher than that. This speed applies to all of the creature's movement modes (walking, flying, and so on), but applies to neither forced movement against it nor teleportation. The creature also cannot benefit from bonuses to speed, although it can take actions, such as the run action, that allow it to move farther than its speed. If a creature is subjected to this condition while it is moving, it must stop if it has already moved at least 2 squares.

spider [keyword]: Spider creatures include spiders as well as creatures that have spiderlike features: eight legs, web spinning, and the like.

spider climb: A creature that can spider climb can use its climb speed to move across overhanging horizontal surfaces (such as ceilings) without making Athletics checks. See also **climb speed**.

stunned [condition]: While a creature is stunned, it can't take actions. It also grants combat advantage and can't flank.

Supernal: An immortal creature that has the Supernal language can understand speech and writing in any language. In addition, when an immortal speaks Supernal, it can choose to speak so that any creature that understands language can understand it.

A nonimmortal that has the Supernal language can read writing in Supernal and can understand an immortal speaking Supernal, regardless of whether the immortal wants to be understood.

surprised [condition]: While a creature is surprised, it can't take actions. It also grants combat advantage and can't flank.

swamp walk: A type of terrain walk. A creature that has swamp walk ignores difficult terrain that is mud or shallow water.

swarm [keyword]: A swarm is composed of multiple creatures but functions as a single creature. A swarm can occupy the same space as another creature, and an enemy can enter a swarm's space, which is difficult terrain. A swarm cannot be pulled, pushed, or slid by melee or ranged attacks.

A swarm can squeeze through any opening large enough for even one of its constituent creatures. For example, a swarm of bats can squeeze through an opening large enough for one of the bats to squeeze through.

swim speed: A creature that has a swim speed moves through water at that speed without making Athletics checks to swim.

telepathy: A creature that has telepathy can communicate mentally with any creature that has a language, even if they don't share the language. The other creature must be within line of effect and within a specified range. Telepathy allows for two-way communication.

teleportation [keyword]: An effect type. A teleportation power transports creatures or objects instantaneously from one location to another. Use these rules when a creature uses a teleportation power on a target, which might be itself, another creature, or an object.

Instantaneous: Teleportation is instantaneous. The target disappears and immediately appears in the destination space chosen by the user of the teleportation power. The movement is unhindered by intervening creatures, objects, or terrain.

Destination Space: The destination of the teleportation must be an unoccupied space that the target can occupy without squeezing. If arriving in the destination space would cause the target to fall or if that space is hindering terrain, the target can make a saving throw. On a save, the teleportation is negated.

Line of Sight: The user of the teleportation power must have line of sight to the destination space.

No Line of Effect: Neither the target nor the user of the teleportation power needs line of effect to the destination space.

No Opportunity Actions: The target does not provoke opportunity actions for leaving its starting position.

Immobilized or Restrained: Being immobilized or restrained doesn't prevent a target from teleporting. If a target teleports away from a physical restraint, a monster's grasp, or some other immobilizing effect that is located in a specific space, the target is no longer immobilized or restrained. Otherwise, the target teleports but is still immobilized or restrained when it reaches the destination space.

ABOUT THE DESIGNERS

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ROBERT J. SCHWALB is an award-winning game designer who has contributed design to or developed over one hundred roleplaying game titles for DUNGEONS & DRAGONS, *Warhammer Fantasy Roleplay*, *A Song of Ice and Fire*, and the *Star Wars* roleplaying game. Some of his more recent work for Wizards of the Coast can be found in *Player's Handbook 3*, *Martial Power*™ 2, and *Draconomicon*™: *Metallic Dragons*. In addition, he's a regular contributor to both *Dragon* and *Dungeon* magazines. Robert lives, works, and will probably die in Tennessee.

threatening reach: A creature that has threatening reach can make an opportunity attack against any enemy within its reach that provokes an opportunity attack.

thunder [keyword]: A damage type. See also **damage type**.

totally obscured: A measure of visibility and a type of obscured terrain. A creature has total concealment when it is in a totally obscured square.

Example: Total darkness. Contrast with **heavily obscured** and **lightly obscured**.

tremorsense: A creature that has tremorsense can clearly see creatures or objects within a specified range, even if they are invisible, obscured, or outside line of effect, but both they and the creature must be in contact with the ground or the same substance, such as water or a web. The creature otherwise relies on its normal vision.

tunneling: A creature that has tunneling leaves tunnels behind it as it burrows. The creature, as well as smaller creatures, can move through these tunnels without any reduction in speed. Creatures of the same size as the tunneling creature must squeeze through these tunnels, and larger creatures cannot move through them at all. See also **burrow speed**.

unconscious [condition]: While a creature is unconscious, it is helpless, it can't take actions, and it takes a -5 penalty to all defenses. It also can't flank. When a creature is subjected to this condition, it falls prone, if possible. See also **helpless** and **prone**.

undead [keyword]: Undead are not living creatures, so effects that specifically target living creatures don't work against them. They don't need to breathe or sleep.

water [keyword]: A water creature is strongly connected to the element of water.

weakened [condition]: While a creature is weakened, its attacks deal half damage, but ongoing damage that it deals is not affected. See also **half damage**.

weapon [keyword]: An accessory type. This keyword identifies a power that is used with a weapon, which can be an unarmed strike. Monster attacks don't use proficiency bonuses. See also "Adding Equipment," *Dungeon Master's Guide*, page 174.

zone [keyword]: An effect type. Powers that have the zone keyword create zones, magical areas that last for a round or more.

Fills an Area of Effect: A zone is created within an area of effect and fills each square in the area that is within line of effect of the origin square.

Unaffected by Attacks and the Environment: A zone cannot be attacked or physically affected, and terrain and environmental phenomena have no effect on it. For example, a zone that deals fire damage is unaffected by cold damage.

Movable Zones: If the power used to create a zone allows the zone to be moved, it's a movable zone. At the end of its creator's turn, the movable zone ends if it is not within range of at least 1 square of it (using the power's range) or if the creator doesn't have line of effect to at least 1 square of it.

A zone can't be moved through blocking terrain.

Overlapping Zones: If zones overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping zones is subjected to the worst penalty. Similarly, a creature in the overlapping area takes damage only from the zone that deals the most damage, regardless of damage type.

Death Ends: A zone ends immediately when its creator dies.

PLAYTESTERS

The following players and Dungeon Masters from the DUNGEONS & DRAGONS community reviewed the new statistics block format presented in the book, providing valuable feedback from both in-game and out-of-game discussions on usability, clarity, and presentation. Our thanks go out to everyone who took part, including:

Konrad Brandemuhl, Travis Wolcott, Keith Symcox, Paul Alexander, Tyler Burroughs, Sean Herring

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MONSTERS BY LEVEL

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GUESS WHAT'S COMING TO DINNER

A wide-eyed band of heroes stands before a gaping archway—the dark maw of an ancient dungeon filled with treasures yet to be plundered. Haunting the chambers and corridors of this forlorn oubliette are vile monsters the likes of which the heroes have never faced. . . .

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