

SWORD & SORCERY

CREATURE COLLECTION

A COMPENDIUM OF 4TH EDITION MONSTROUS FOES



FIERY DRAGON



CREATURE COLLECTION



Fiery Dragon Productions and the Fiery Dragon logo are trademarks of Fiery Dragon Productions, Inc. All rights reserved. All artwork is ©2001-2009 Fiery Dragon Productions, Inc. and/or © 2009 by CCP hf. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

This material is protected under the copyright laws of the United States of America. Any reproduction, retransmission, or unauthorized use of the artwork herein is prohibited without express written permission from Fiery Dragon Productions, Inc., except for purposes of review. The original purchaser may print or photocopy copies for his or her own personal use only.

This document is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

Check out Fiery Dragon online at <www.fierdragon.com>

CREDITS

CREATURE COLLECTION (4TH EDITION) CREDITS:

DESIGN & DEVELOPMENT: Scott Holden

LAYOUT: Claudio Pozas

ART DIRECTION: Todd Secord

COVER ART: David Sourwine

INTERIOR ART: Claudio Pozas, Todd Secord, John Wilson, Richard Thomas

PROOFREADING: Jason Bolte

PRODUCTION: Jason Kempton

PLAYTESTING: Jeff Bishop, Jason "Zombie Fodder" Bolte, Chris Cowger, Chris Dray, Bruce Fallon, Tim Handelman, Stephen Holden, Conrad Hubbard, Link Hughes, Dave Mann, John Matthews, Kyle "Zombie Slayer" Mayer, Sean Mitchell, Jonathan Schwelling, Sam Spiro, Richard M. Tew, Rich Thomas

This product is based on previous works entitled CREATURE COLLECTION, CREATURE COLLECTION 2: DARK MENAGERIE, CREATURE COLLECTION REVISED and CREATURE COLLECTION III: SAVAGE BESTIARY, and would not exist without the work of the following people:

WORDS

Andrew Bates, Kraig Blackwelder, Carl Bowen, John Chambers, Trevor Chase, Ken Cliffe, Geoff Grabowski, Jess Heinig, Jeff Holt, Mike Lee, Ben Monk, James Stewart, Cynthia Summers, Richard Thomas, Mike Tinney, Jed Walls, Stephan Wieck, Stuart Wieck, Justin Achilli, Bill Bridges, Joseph D. Carriker, Jr., Michael B. Lee, Ethan Skemp, Werner Hager, Burton Jackson, Jenna Lovelady, Erol Bayburr, Joseph Curt Benson, Rick Bibeault, Jeff Binder, Terje Erwing Bjelkholm, Mario Boulanger, David Brohman, Stephen Cheney, Aaron Clancy, Craig Cochrane, Colin W. Cross, Stephen Dickson Jr., David Dolph, April Dawn Duncan, Dale Earnest, Roosevelt J. Eldridge, Andreas Fonseca, James Garner, Michael Gill, Travis N. Gillespie, Jason Gleason, Scott Greene, August Hahn, Jay Hammer, Lizard, Jeff Harness, Chris Hind, Paul Hoemke, Matt Holman, Robert Holmberg, James Holt, Clifford Horowitz, Conrad Hubbard, Ben Iglauer, Kristian Kime, Ryan Kirkby, Nathan Knaack, Michael Koal, John Kubisz, Benjamin Lam, Michael Lazure, Robert Lee, Joseph Mashuga, Benjamin Mathiesen, Mike McLeod, Mike Mearls, Benjamin Monk Jr., Steven Montano, Tyson Nemmann, Scott Nimmo, Michelle Brooks Nimmo, Tony Pi, Charles Plemons, Anthony Pryor, Stuart Renton, F. Wesley Schneider, Muruganandh Shanmugasundaram, Chris Shiverdecker, Kurt Taylor, Paul D. Thompson, William Henry Timmins, Jason Ungan, Thom Vincent, Cliff Wolter, Wayne Woodman, David Wu, Jason Wyrick, Karlo Yeager, J. Wade Yorke, Bernardo Perez Zamorano, Jose de la Puente Alvarez, Steve Berman, Ed Bourelle, Brett Boyd, Scott Brigs, Samuel R. Carter, Loris Pier Luigi Colombo, Chuck Corley, Timothy Patrick Dee, David Ayala de Gamy, Graf Douglas, Jonathan Duhrkmp, Steven Ehrbar, Michael Ferguson, John L. Hall, Randy Hancks, Todd R. Hankinson, Jeff

Harkness, Brannon Hollingsworth, Richard Hughes, Cameron Ironside, Eric Jansing, Lysle Kapp, Michael Kletch, Jean-Michel Lavarenne, Rhiannon Louve, Mark E. Malcolm, James Maliszewski, Ari Marrnell, Joseph Mashuga, John McCarty, Greg McNutt, Darren Miguez, Jesse Mohn, Scott Moore, Matt O'Dowd, Lars Omlor, Benjamin A. Paulus, Kevin R. Rank, Scott Resnick, Benjamin David Richards, Richard Daniel Schnelle, Gary Louis Schotter Jr., Lee Scolin, Blaine Seitz, James B. Sharkey, Jr., Andrew Shockney, John Henry Stam, C.A. Suleiman, Jeff Tabrum-Lovie, Nicholas J. Thalasinis, Marcin Turkot, Jeffery Allen Weskamp, James Wilber, Adam Windsor, Jeffrey Maurice Yurkiw, Andrea Zander, Matthew Zander, Gael Zimmermann.

IMAGES

Jeff Holt, Brian Leblanc, Steve Ellis, Andrew Bates, Ron Spencer, Alex Sheikman, Andrew Trabbold, Guy Davis, Rich Thomas, Jeff Rebner, Mike Danza, Matt Mitchell, Steve Prescott, Drew Tucker, Langdon Foss, Melissa Uran, Talon Dunning, Mitch Byrd, Jim Nelson, Tim Truman, Mike Chaney, Jason Alexander, Toren "MacBin" Atkinson, Tom Biondillio, Leanne Buckley, Greg Williams, Beth Trott, David Day, Veronica Jones, John Bridges, Jeremy McHugh.

LEGAL:

Creature Collection produced by Fiery Dragon Productions, Inc. under license from White Wolf Publishing. Creature Collection © 2009 by CCP hf. Creature Collection and Sword & Sorcery are trademarks of CCP hf., All rights reserved. CCP North America Inc. is a wholly owned subsidiary of CCP hf.

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20.

DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.

INDEX

Asaatth	04	Murdersprite	93
Barrow Worm.....	08	Naga.....	94
Bat Devil.....	09	Narleth.....	97
Blight Wolf.....	11	Ooze.....	100
Blood Moth.....	13	Piscean.....	104
Boar.....	14	Proud.....	107
Charfiend.....	16	Ratflok.....	110
Crocodile.....	18	Roc.....	117
Deadly Plant.....	21	Sand Hulk.....	120
Dragon, Wrack.....	25	Sandmasker.....	121
Dryad.....	34	Skeleton.....	122
Dune Delver.....	36	Slarecian Legacies.....	126
Fell Bird.....	38	Slaver's Pet.....	130
Flailing Dreadnought.....	43	Slon.....	131
Forge Beast.....	44	Snake.....	133
Ghoul.....	45	Spectet.....	136
Giant.....	50	Sphinx.....	138
Goblin.....	54	Spider.....	139
Goblin Bear.....	62	Totem.....	143
Golem.....	63	Trogodon.....	146
Gorgon, Ghelspadian.....	68	Troll.....	149
Hag.....	70	Unhallowed.....	151
Harpy.....	74	Unicorn.....	154
Hill Howler.....	75	Vengaurak.....	155
Hollow Knight.....	76	Wraith.....	157
Horse.....	78	Wyvern.....	159
Hound.....	81	Zombie.....	161
Iron Serpent.....	85	Appendix 1: Templates.....	164
Lethal Swarm.....	87	Appendix 2: Basic NPCs.....	166
Minotaur.....	89	Appendix 2A: Race Templates.....	184
Mock Dragon.....	91	Appendix 3: Creatures By Level.....	186

ASAATTH

THE ASAATTHI ARE AN ANCIENT RACE OF SERPENTINE, humanoid arcane warriors. It is said that their empire once extended across virtually the entire continent of Ghelspad. Now their settlements are found primarily in the region stretching from the swamps of Kan Thet to the vast Ukrudan Desert. Scattered ruins elsewhere hint at the extent of their ancient domains, but only isolated clans remain of the asaatthi themselves.

Clans and heritage are all-important to the asaatthi, with famous ancestral warriors and wizards revered as saints. Asaatthi are experts in warfare both magical and mundane. They generally prefer guerilla-style tactics due to their small numbers, but they are comfortable coordinating large-scale assaults as well (often directing their slaves against other humanoids). Given the choice, asaatthi will lay traps and ambush opponents, but they are not likely to back down from a direct confrontation; even so, they are far from stupid and all too aware of their own mortality. They will retreat and live to fight again if the battle turns against them and the opportunity presents itself.

Despite their delicate appearance, asaatthi are strong, fast, and resilient. They prefer loose robes and sashes and their unique light armor, known as “serpentmail,” so that they may have free range of movement, especially for their long, serrated tails. Asaatthi also tend to wear a great deal of jewelry. Like the snakes from which they were formed, they are able to sense nearby creatures by scent, using their forked tongues, rather than by sight.

ASAATTHI LORE

The following information about asaatthi can be obtained with a successful Nature check.

DC 15: The asaatthi’s slow decline resulted in two main cultures: swamp-dwelling and desert-dwelling asaatthi. The former live in their ancestors’ decaying cities and venture forth occasionally to strike at nearby humanoid settlements; the latter are semi-nomadic, visiting hereditary ruins and other secret locations while they hunt down racial enemies.

All asaatthi retain slaves, though not on the massive scale of ancient times. Other reptilian races such as lizardfolk and troglodytes serve as the primary labor force.

DC 20: A combination of factors led to the eventual fragmentation of Asaii Tthul, the ancient asaatth empire. The serpentfolk were masters at crafting magical items that they used to dominate other races and to further the agenda of their maker, Mormo the Serpentmother; individually, though, the asaatthi focused almost exclusively on studying and practicing their arcane magics, leaving the administration of their empire to subjugated races. As well, other titanspawn came to see the asaatthi as anathema due to their willingness to delve into dangerous wizardry; the asaatthi eventually indulged in internecine conflicts with these other titan races, weakening their power further.

DC 25: Asaatthi are tireless in their search for any item, knowledge, or stratagem that might restore them to dominance. Individual researchers and war bands can be glimpsed in the furthest reaches of Ghelspad and even, some have reported, on other continents.

DC 30: Asaatthi runners are reputed to have ventured into the Hornsaw Forest to deliver new discoveries to a hidden conclave of asaatthi wizards, who are said to be hard at work trying to raise the Mother of Serpents.



(Top to bottom) asaatthi stalker,
asaatthi baneguard

Asaatthi Blade		Level 4 Minion	
Medium natural humanoid (reptile)		XP 44	
Initiative +4	Senses Perception +2; blindsight 1, low-light vision		
HP 1; a missed attack never damages a minion			
AC 16; Fortitude 15, Reflex 17, Will 15			
Speed 7			
⊕ Short Sword (standard; at-will) • Poison, Weapon			
+7 vs. AC; 4 damage, and the asaaththi blade tries to bite the same target, making a secondary attack. <i>Secondary Attack</i> : +5 vs. Fortitude; ongoing 2 poison damage (save ends).			
⊗ Javelin (standard; at-will) • Weapon			
Ranged 10/20; +7 vs. AC; 4 damage.			
Asaatthi Evasion			
Asaatthi cannot be slowed. An immobilized asaaththi is instead treated as if it had been slowed.			
Alignment Evil	Languages Common, Draconic		
Str 14 (+3)	Dex 16 (+4)	Wis 13 (+2)	
Con 13 (+2)	Int 10 (+1)	Cha 12 (+2)	
Equipment leather armor, short sword, 3 javelins			

Asaatthi Blade Tactics

Asaatthi blades always act on the commands of more powerful asaaththi. While capable of independent thought, they have long been conditioned to heed their masters well.

Asaatthi Stalker		Level 4 Skirmisher	
Medium natural humanoid (reptile)		XP 175	
Initiative +7	Senses Perception +9; blindsight 1, low-light vision		
HP 53; Bloodied 26			
AC 18; Fortitude 15, Reflex 17, Will 16			
Resist 10 poison			
Speed 8			
⊕ Scimitar (standard; at-will) • Poison, Weapon			
+9 vs. AC; 1d8+1 damage (crit 1d8+9), and the asaaththi stalker tries to bite the same target, making a secondary attack. <i>Secondary Attack</i> : +7 vs. Fortitude; 1d6+1 damage and ongoing 3 poison damage (save ends).			
⊗ Shortbow (standard; at-will) • Weapon			
Ranged 15/30; +9 vs. AC; 1d8+3 damage.			
Asaatthi Evasion			
Asaatthi cannot be slowed. An immobilized asaaththi is instead treated as if it had been slowed.			
Chameleon			
The asaaththi stalker gains concealment against any creature more than 6 squares away.			
Combat Advantage			
The asaaththi stalker deals an extra 1d6 damage to any target it has combat advantage against.			
Mystic Leap (move; recharge ☐ ☐ ☐) • Arcane			
The asaaththi stalker may fly up to 6 squares.			
Alignment Evil	Languages Common, Draconic		
Skills Acrobatics +10, Athletics +8, History +7, Stealth +10			
Str 12 (+3)	Dex 17 (+5)	Wis 14 (+4)	
Con 13 (+3)	Int 11 (+2)	Cha 13 (+3)	
Equipment hide armor, scimitar, shortbow, quiver with 20 arrows			

Asaatthi Stalker Tactics

Asaatthi stalkers tend to move in and out of combat a great deal, using their mystic leap ability whenever possible to keep away from tough melee opponents, while peppering enemies with arrows from concealment. Once they have weakened a foe with arrows from hiding, they close for the kill, using flanking tactics whenever possible.



Asaatthi blade

Asaatthi Baneguard	Level 6 Soldier
Medium natural humanoid (reptile) XP 250	
Initiative +8 Senses Perception +9; blindsight 1, low-light vision	
HP 71; Bloodied 35	
AC 21; Fortitude 19, Reflex 18, Will 17	
Resist 10 poison	
Speed 7	
⊕ Scimitar (standard; at-will) • Weapon +13 vs. AC; 1d8+3 damage (crit 1d8+11), plus the target is marked until the end of the asaathli baneguard's next turn.	
⊕ Bite (standard; at-will) • Poison +11 vs. Fortitude; 2d6+3 damage, and ongoing 5 poison damage (save ends).	
↓ Double Attack (standard; encounter) • Poison, Weapon The asaathli baneguard makes a scimitar attack and a bite attack.	
Asaatthi Evasion Asaatthi cannot be slowed. An immobilized asaathli is instead treated as if it had been slowed.	
Poison Spittle (immediate interrupt, when an adjacent marked enemy moves or shifts; at-will) • Poison +11 vs. Reflex; 1d6+3 poison damage, and the target is blinded and takes ongoing 5 poison damage (save ends both).	
Willing Target (when an adjacent ally is marked; encounter) The asaathli baneguard transfers the ally's marked condition to itself.	
Alignment Evil	Languages Common, Draconic
Skills Athletics +11, History +8, Intimidate +10	
Str 16 (+6)	Dex 16 (+6) Wis 12 (+4)
Con 15 (+5)	Int 10 (+3) Cha 14 (+5)
Equipment scale armor, light shield, scimitar, 3 javelins	

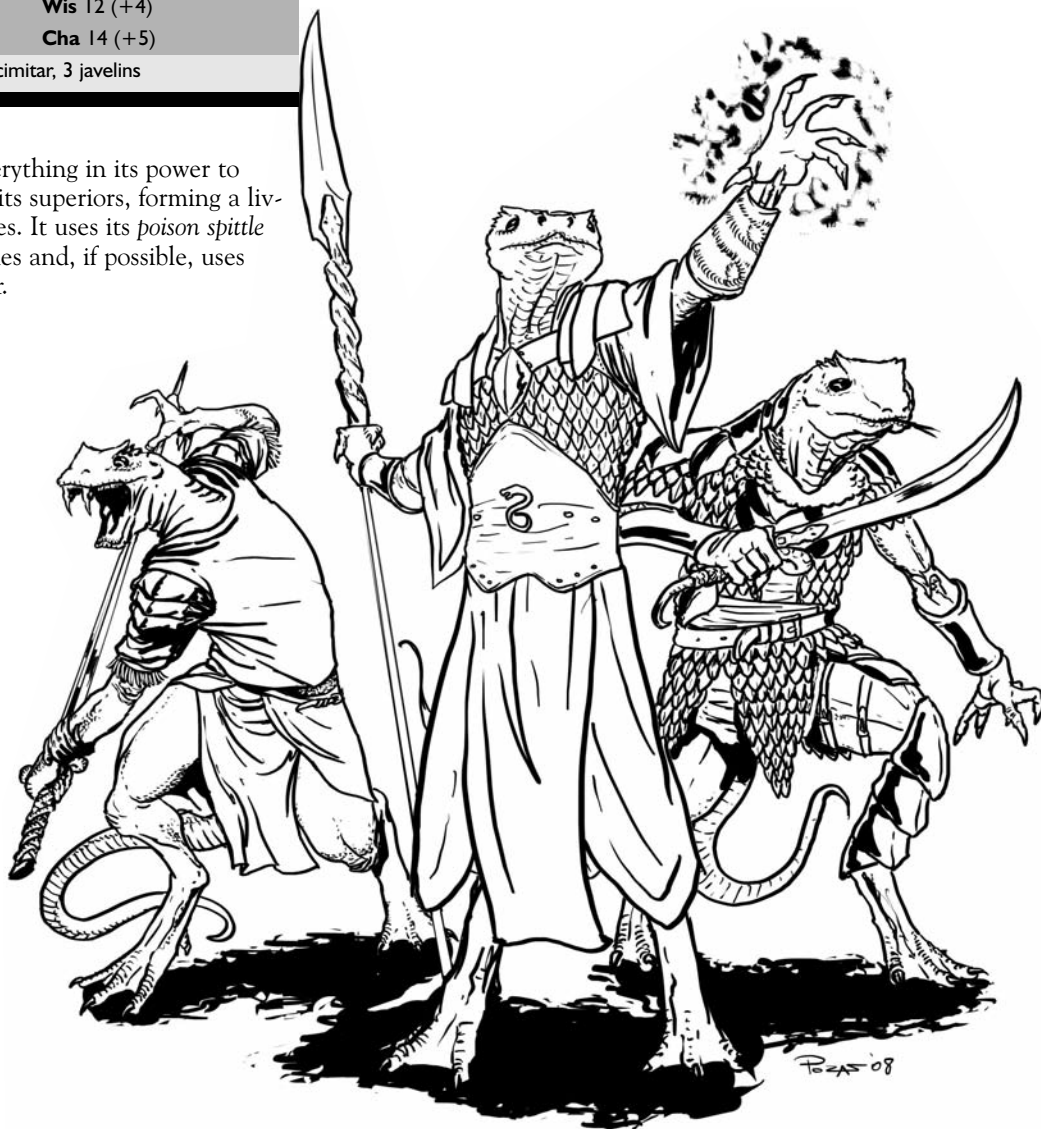
Asaatthi Baneguard Tactics

An asaathli baneguard does everything in its power to keep its enemies from reaching its superiors, forming a living shield against mobile enemies. It uses its *poison spittle* ability to hamper marked enemies and, if possible, uses *willing target* to protect its leader.

Asaatthi Fang	Level 8 Minion
Medium natural humanoid (reptile) XP 88	
Initiative +7 Senses Perception +4; blindsight 1, low-light vision	
HP 1; a missed attack never damages a minion	
AC 20; Fortitude 20, Reflex 22, Will 19	
Speed 7	
⊕ Short Sword (standard; at-will) • Poison, Weapon +11 vs. AC; 5 damage, and the asaathli fang tries to bite the same target, making a secondary attack. <i>Secondary Attack</i> : +9 vs. Fortitude; ongoing 3 poison damage (save ends).	
⊙ Javelin (standard; at-will) • Weapon Ranged 10/20; +11 vs. AC; 5 damage.	
Asaatthi Evasion Asaatthi cannot be slowed. An immobilized asaathli is instead treated as if it had been slowed.	
Alignment Evil	Languages Common, Draconic
Str 16 (+6)	Dex 18 (+7) Wis 13 (+4)
Con 13 (+4)	Int 10 (+3) Cha 12 (+4)
Equipment leather armor, short sword, 3 javelins	

Asaatthi Fang Tactics

Asaatthi fangs are capable warriors, though they always defer to their betters. They tend to use javelins as they close with enemies, and then swarm about foes with sword and fang.



Asaatthi Witchblade		Level 7 Controller
Medium natural humanoid (reptile)		XP 300
Initiative +6 Senses Perception +9; blindsight 1, low-light vision		
HP 78; Bloodied 39		
AC 21; Fortitude 18, Reflex 19, Will 20		
Resist 10 poison		
Speed 7		
⊕ Serpentblade (standard; at-will) • Arcane, Poison, Weapon +12 vs. AC; 1d8+4 poison damage (crit 1d8+12), and ongoing 5 poison damage (save ends).		
⊗ Noxious Bolt (standard; at-will) • Arcane, Poison Ranged 5; +11 vs. Reflex; 1d10+4 poison damage, and the target is slowed (save ends).		
✱ Viper Nest (standard; recharge ☼ ☼) • Arcane, Conjunction, Zone Area burst 1 within 5 squares. The burst conjures a swarm of vipers that bite any creature in the area until the end of the encounter. Creatures that enter the zone or start their turns there take 1d6+4 poison damage and ongoing 5 poison damage (save ends) and are slowed until the end of their next turn.		
Asaatthi Evasion Asaatthi cannot be slowed. An immobilized asaaththi is instead treated as if it had been slowed.		
Alignment Evil	Languages Common, Draconic	
Skills Arcana +12, Athletics +10, History +12, Intimidate +11		
Str 14 (+5)	Dex 16 (+6)	Wis 12 (+4)
Con 14 (+5)	Int 18 (+7)	Cha 17 (+6)
Equipment scale armor, scimitar		

Asaatthi Witchblade Tactics

Asaatthi witchblades are equally at home in melee combat or at short range. They try to position themselves so that they may target any of their enemies, and they then support their allies by using *viper nest* and *noxious bolt* to hamper opponents' ability to move about the battlefield.

ENCOUNTER GROUPS

Asaatthi typically use lizardfolk and other reptilian races as slave troops. They sometimes keep drakes, mock dragons, or other reptilian beasts as pets and steeds.

Level 4 Encounter (XP 875)

- 3 asaaththi stalkers (level 4 skirmisher)
- 2 greenscale hunters (level 4 skirmisher)

Level 6 Encounter (XP 1,220)

- 5 asaaththi blades (level 4 minion)
- 4 asaaththi stalkers (level 4 skirmisher)
- 1 asaaththi witchblade (level 7 controller)

Level 7 Encounter (XP 1,600)

- 2 asaaththi baneguards (level 6 soldier)
- 2 troglodyte maulers (level 6 soldier)
- 2 asaaththi witchblades (level 7 controller)

Level 10 Encounter (XP 2,440)

- 2 asaaththi witchblades (level 7 controller)
- 5 asaaththi fangs (level 8 minion)
- 1 mock dragon (level 9 brute)
- 1 asaaththi maleficent (level 10 elite artillery)

Asaatthi Maleficent		Level 10 Elite Artillery (Leader)
Medium natural humanoid (reptile)		XP 1,000
Initiative +8 Senses Perception +11; blindsight 1, low-light vision		
Maleficent Aura aura 10; allies in the aura gain resist 20 poison		
HP 160; Bloodied 80; see also <i>arcane interposition</i>		
AC 22; Fortitude 21, Reflex 22, Will 24; see also <i>arcane interposition</i>		
Resist 20 poison		
Saving Throws +2		
Speed 7		
Action Points 1		
⊕ Serpentblade (standard; at-will) • Poison, Weapon +17 vs. AC; 2d6+2 poison damage, and ongoing 10 poison damage (save ends).		
⊗ Caustic Bolt (standard; at-will) • Acid, Arcane Ranged 10; +15 vs. Reflex; 2d6+5 acid damage.		
⤵ Coils of the Great Serpent (standard; encounter) • Arcane, Conjunction Ranged 10; +15 vs. Reflex; 3d6+5 damage, and target is restrained and takes ongoing 10 damage (save ends both). <i>Aftereffect:</i> The target is immobilized (save ends).		
⚡ Malice Field (standard; recharge ☼ ☼) • Arcane, Poison Close burst 2; targets enemies; +13 vs. Fortitude; 3d6+5 poison damage, and the target is blinded (save ends).		
✱ Venom Gout (standard; recharge ☼ ☼) • Arcane, Poison Area burst 2 within 10 squares; +13 vs. Reflex; 1d10+5 poison damage, and ongoing 5 poison damage (save ends). <i>Miss:</i> Half damage, and no ongoing damage.		
Asaatthi Evasion Asaatthi cannot be slowed. An immobilized asaaththi is instead treated as if it had been slowed.		
Arcane Interposition (immediate interrupt, usable only when bloodied; recharge ☼ ☼) • Arcane, Teleportation When the asaaththi maleficent would be hit by a melee attack, it may trade spaces with any asaathth ally of its level or lower within 5 squares. The asaathth that now occupies the asaaththi maleficent's former space becomes the target of the melee attack that triggered this ability.		
Alignment Evil	Languages Common, Draconic	
Skills Arcana +15, Athletics +12, History +15, Intimidate +14		
Str 14 (+7)	Dex 17 (+8)	Wis 12 (+6)
Con 14 (+7)	Int 21 (+10)	Cha 19 (+9)
Equipment scale armor, glaive		

Asaatthi Maleficent Tactics

Asaatthi maleficents usually command from the rear, though they can be fearsome melee opponents when pressed - but pressing a maleficent is difficult due to *arcane interposition*. A maleficent always uses *venom gout* when closely pursued, if that ability is charged, and it usually reserves *coils of the great serpent* for a heavily armored foe.

Note that the maleficent's aura allows it to blast enemies with relative impunity using either *malice field* or *venom gout*, even if allies are within the area.

BARROW WORM

A BARROW WORM locates a long, narrow fissure or tunnel into which it can squeeze, coiling itself back into the darkness like a great spring. When a victim passes close by, it strikes, grabs the target in its serrated mandibles, and then recoils back into its hole, making it difficult for the victim to escape and nearly impossible for others to assist him.

Piles of refuse — bits of clothing, armor, and equipment — found in mounds around a particular hole are often a dead giveaway that a barrow worm awaits inside.

BARROW WORM LORE

The following information about barrow worms can be obtained with a successful Nature check.

DC 15: Barrow worms are a common hazard in crypts or subterranean passages, preying upon unwary animals or individuals that pass too near their lairs.

DC 20: The barrow worm is a massive creature with no obvious eyes or other sensory organs; instead, rows of fine bristles along the entire length of its body allow it to "see."

ENCOUNTER GROUPS

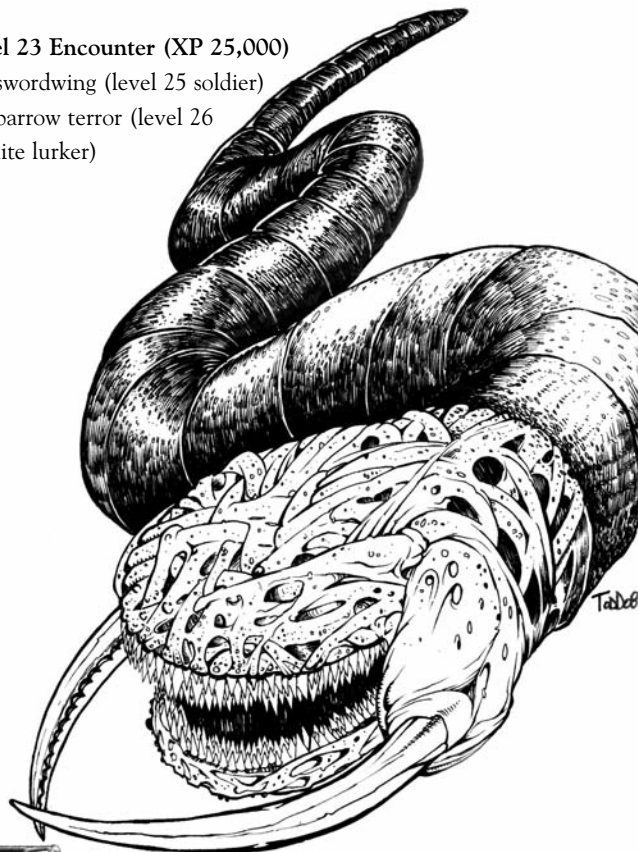
Barrow worms are generally solitary creatures, but intelligent creatures who can avoid the great worm's reach sometime make lairs nearby, forming a symbiotic predator-scavenger relationship.

Level 14 Encounter (XP 5,200)

- 1 unhallowed thief [ranger template] (level 14 elite lurker)
- 1 barrow worm (level 17 elite lurker)

Level 23 Encounter (XP 25,000)

- 1 swordwing (level 25 soldier)
- 1 barrow terror (level 26 elite lurker)



Barrow Worm		Level 17 Elite Lurker
Huge natural beast (blind)		XP 3,200
Initiative +14	Senses Perception +10; blindsight 10, tremorsense 20	
HP 246; Bloodied 123; see also <i>frantic thrash</i>		
AC 33; Fortitude 32, Reflex 30, Will 29		
Immune gaze, illusion		
Saving Throws +2		
Speed 8; burrow 4 (tunneling)		
Action Points 1		
⊕ Bite (standard; at-will)	Reach 3; +22 vs. AC; 2d8+7 damage, and the target is grabbed (until escape). The barrow worm cannot make bite attacks while grabbing a creature, but it can use mandible squeeze.	
⊕ Mandible Squeeze (standard; at-will)	Grabbed target only. +22 vs. Reflex; 2d8+7 damage. Miss: Half damage.	
⊕ Frantic Thrash (immediate reaction, when reduced to 0 hit points; encounter)	The barrow worm makes a bite attack or, if it has an enemy grabbed, a <i>mandible squeeze</i> .	
Alignment Unaligned	Languages –	
Str 24 (+14)	Dex 14 (+10)	Wis 15 (+10)
Con 15 (+10)	Int 1 (+3)	Cha 6 (+6)

Barrow Worm Tactics

The barrow worm remains still in its fissure, far from any sources of light, and detects approaching victims by changes in air pressure and vibration. It is not an intelligent predator, and once it locks its mandibles around a victim, it tries to drag the target inside its hole whether the prey fits or not. Using *mandible squeeze*, it saws continuously at the victim, inflicting deep, jagged wounds until the worm can be persuaded to let go.

Barrow Terror		Level 26 Elite Lurker
Gargantuan natural beast (blind)		XP 18,000
Initiative +19	Senses Perception +16; blindsight 10, tremorsense 20	
HP 376; Bloodied 188; see also <i>frantic thrash</i>		
AC 42; Fortitude 41, Reflex 39, Will 38		
Immune gaze, illusion		
Saving Throws +2		
Speed 10; burrow 5 (tunneling)		
Action Points 1		
⊕ Bite (standard; at-will)	Reach 4; +30 vs. AC; 3d8+9 damage, and the target is grabbed (until escape). The barrow terror cannot make bite attacks while grabbing a creature, but it can use mandible squeeze.	
⊕ Mandible Squeeze (standard; at-will)	Grabbed target only. +30 vs. Reflex; 3d8+9 damage. Miss: Half damage.	
⊕ Frantic Thrash (immediate reaction, when reduced to 0 hit points; encounter)	The barrow terror makes a bite attack or, if it has an enemy grabbed, a <i>mandible squeeze</i> .	
Alignment Unaligned	Languages –	
Str 29 (+22)	Dex 14 (+15)	Wis 17 (+16)
Con 26 (+21)	Int 2 (+9)	Cha 13 (+14)

Barrow Terror Tactics

A barrow terror is simply a barrow worm grown terribly large; it uses the same tactics as its smaller brethren.

BAT DEVIL

THE "BAT DEVIL" IS RATHER INACCURATELY NAMED; this sentient race of bat-people suffers from a bad reputation that it hasn't fairly earned. One of the few humanoid races capable of natural flight, bat devils stand around six feet tall when fully upright. Their batlike features and huge, leathery wings tend to frighten other races, which have dubbed the bat-folk "devils" out of superstition. (Their name for themselves is the Piterin, or "the flying people.")

Unless given no means of escape, bat devils prefer to fly away from combat at the earliest opportunity. When forced to defend their roosts, they wield scavenged weapons with their feet, engaging opponents as they remain airborne.

BAT DEVIL LORE

The following information about bat devils, or piteri, can be obtained with a successful Nature check.

DC 15: Bat devils have a relatively simple society, due to their lack of reliance on material goods. They tend to gather in roosts, led by the wisest female. In dire circumstances, a roost may send heavily robed emissaries into settled lands to conduct business of one sort or another.

DC 20: Bat devils typically eat insects and birds, which they catch on the wing, but they have been known to augment their diet by carrying off young herd animals. As they see little difference between a rancher's herd and wild prey, their occasional predations only add to their reputation among humankind. Worse, due to the actions of a few rogue (and likely insane) individuals, bat devils are rumored to snatch away and eat unattended children, even though the average bat devil is no more likely to steal a child than is the average person.

ENCOUNTER GROUPS

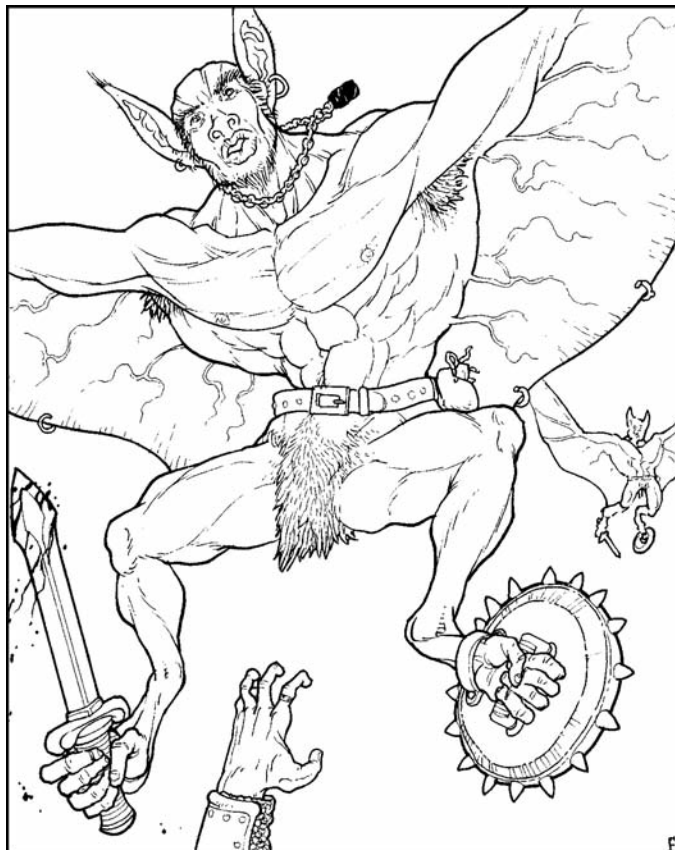
Piterin often train monstrous bats or other flying beasts as guards and hunting companions.

Level 4 Encounter (XP 850)

- 3 piterin scouts (level 3 skirmisher)
- 2 piterin soarers (level 5 artillery)

Level 7 Encounter (XP 1,500)

- 2 piterin soarers (level 5 artillery)
- 3 ghoulish hounds (level 5 soldier)
- 1 storm hag (level 10 skirmisher)



Piterin Scout		Level 3 Skirmisher
Medium natural humanoid		XP 150
Initiative +7	Senses Perception +2; darkvision	
HP 44; Bloodied 22; see also <i>frantic flight</i>		
AC 17; Fortitude 14, Reflex 17, Will 14; see also <i>frantic flight</i>		
Speed 4 (clumsy), climb 4, fly 8; see also <i>winged throw</i> and <i>frantic flight</i>		
⊕ Short Sword (standard; at-will) • Weapon		
+8 vs. AC; 1d6+1 damage.		
⊕ Shuriken (standard; at-will) • Weapon		
Ranged 6/12; +8 vs. AC; 1d4+4 damage.		
⊕ Winged Throw (standard; at-will)		
The piterin scout can fly up to 4 squares; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.		
Echolocation		
A piterin scout is unaffected by normal blindness. However, it loses its darkvision if it is deafened.		
Frantic Flight		
When bloodied, a piterin scout gains +2 fly speed and a +2 bonus to AC.		
Skirmish +1d6		
If, on its turn, the piterin scout ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.		
Alignment Unaligned	Languages Common	
Skills Acrobatics +10, Intimidation +6, Stealth +10		
Str 12 (+2)	Dex 18 (+5)	Wis 13 (+2)
Con 12 (+2)	Int 10 (+1)	Cha 11 (+1)
Equipment light shield, short sword, 6 shurikens		

Piterin Scout Tactics

A piterin scout maintains its distance from most foes, using its shurikens to deal damage from a distance; it seeks to eliminate enemy artillery and controllers before settling to other targets. Typically, a bloodied piterin scout withdraws from combat unless its side is clearly winning the battle.

Piterin Soarer		Level 5 Artillery	
Medium natural humanoid		XP 200	
Initiative +7	Senses Perception +4; darkvision		
HP 49; Bloodied 24			
AC 17; Fortitude 16, Reflex 19, Will 16			
Speed 4 (clumsy), climb 4, fly 8 (hover); see also <i>graceful approach</i>			
⬇ Short Sword (standard; at-will) • Weapon +12 vs. AC; 1d6+2 damage.			
⌘ Shuriken (standard; at-will) • Weapon Ranged 6/12; +12 vs. AC; 1d6+5 damage.			
⌘ Rapid Throw (standard; at-will) • Weapon The piterin soarer makes two shuriken attacks.			
⌘ Graceful Approach (standard; at-will) • Weapon The piterin soarer shifts up to 4 squares and makes one ranged basic attack at any point during that movement.			
Deadly Accuracy A piterin soarer deals an extra 1d6 damage with ranged attacks from within normal range.			
Echolocation A piterin soarer is unaffected by normal blindness. However, it loses its darkvision if it is deafened.			
Alignment Unaligned	Languages Common		
Skills Acrobatics +12, Intimidation +8, Nature +9			
Str 15 (+4)	Dex 20 (+7)	Wis 15 (+4)	
Con 13 (+3)	Int 10 (+2)	Cha 12 (+3)	
Equipment short sword, 12 shurikens			

Piterin Soarer Tactics

Piterin soarers rely on *graceful approach* to flit into range, attack, and then move away again, making them difficult enemies to dispatch. Against enemies that have limited ranged attack capability, they simply hover at the outer extent of normal range and use *rapid throw* until they run out of ammunition.

Piterin Huntmaster		Level 7 Controller (Leader)	
Medium natural humanoid		XP 300	
Initiative +9	Senses Perception +11; darkvision		
Aerial Command aura 10; all piterin who start their turns in the aura gain a +1 bonus to AC and Reflex until the end of their next turn			
HP 77; Bloodied 38			
AC 21; Fortitude 17, Reflex 20, Will 18			
Speed 4 (clumsy), climb 4, fly 8 (hover)			
⬇ Short Sword (standard; at-will) • Weapon +14 vs. AC; 1d6+2 damage.			
⌘ Shuriken (standard; at-will) • Weapon Ranged 6/12; +14 vs. AC; 1d6+6 damage.			
⌘ Cunning Throw (standard; at-will) • Weapon The piterin huntmaster makes a shuriken attack. If the attack is successful, the target suffers a -3 penalty to AC (save ends).			
⌘ Disabling Throw (standard; at-will) • Weapon The piterin huntmaster makes a shuriken attack. If the attack is successful, the target is slowed and weakened until the end of the huntmaster's next turn.			
Deadly Accuracy A piterin huntmaster deals an extra 1d6 damage with ranged attacks from within normal range.			
Echolocation A piterin huntmaster is unaffected by normal blindness. However, it loses its darkvision if it is deafened.			
Alignment Unaligned	Languages Common		
Skills Acrobatics +14, Intimidation +11, Nature +11			
Str 15 (+5)	Dex 22 (+9)	Wis 16 (+6)	
Con 13 (+4)	Int 13 (+4)	Cha 17 (+6)	
Equipment short sword, 20 shurikens			

Piterin Huntmaster Tactics

Piterin huntmasters never approach enemies closely, instead using superior mobility and ranged attacks to overcome prey. Like soarers, they tend to stay at the outer extent of normal range and attack until they run out of shurikens, at which point they normally withdraw to resupply.



BLIGHT WOLF

THE BLIGHT WOLF IS ANOTHER CREATURE SPAWNED in the terrible contest of magic between the gods and the titans, believed to have been born when a pack of wolves lapped at the blood of the fallen titan Mormo. Since then, these fell beasts have prowled the forsaken wastes and desolate places of the world, preying upon all they encounter.

The creature's tail is long and scaly, and ends in a point like barbed steel. Its eyes are black as pitch, and its howl sounds like a wind blowing out of the netherworld itself. Blight wolves speak their own language of yips, growls and howls.

BLIGHT WOLF LORE

The following information about blight wolves can be obtained with a successful Nature check.

DC 20: Although not strong enough to allow true flight, the blight wolf's wings permit it to travel frighteningly quickly, to jump for incredibly long distances, and to pounce upon victims from improbable heights.

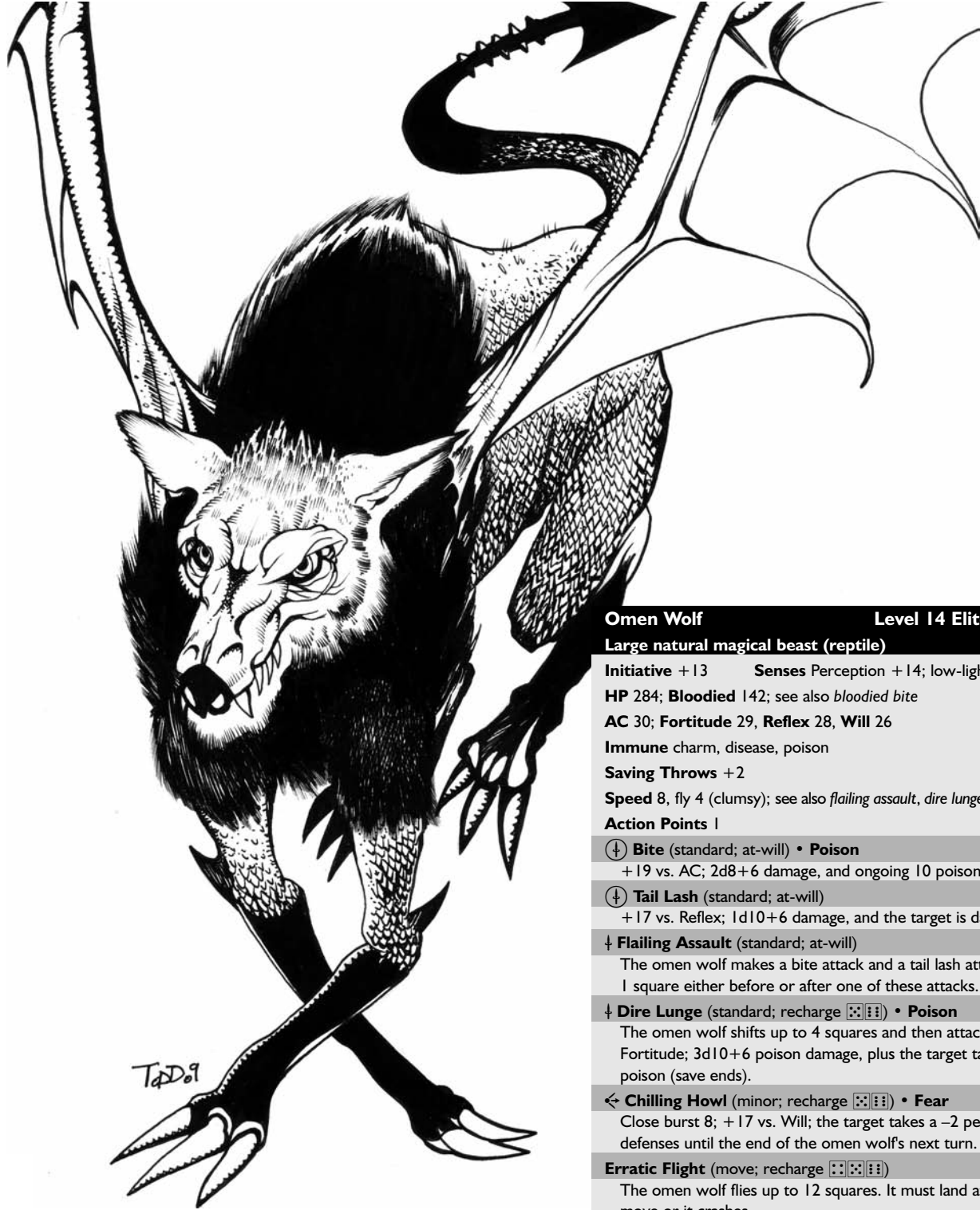
DC 25: Worse, the blight wolf's bite is so poisonous that it is said if one of the beasts so much as drinks from a well, the water will be poisoned for weeks afterward.



Blight Wolf		Level 8 Elite Soldier
Medium natural magical beast (reptile)		XP 700
Initiative +10	Senses Perception +10; low-light vision	
HP 184; Bloodied 92; see also <i>bloodied bite</i>		
AC 26; Fortitude 23, Reflex 22, Will 19; see also <i>bestial fury</i>		
Immune disease; Resist 10 poison		
Saving Throws +2		
Speed 8, fly 4 (clumsy); see also <i>flailing assault</i> and <i>erratic flight</i>		
Action Points 1		
⊕ Bite (standard; at-will) • Poison		
+15 vs. AC; 2d6+5 damage, and ongoing 5 poison damage (save ends).		
⊕ Tail Lash (standard; at-will)		
+13 vs. Reflex; 1d8+5 damage, and the target is dazed (save ends).		
⊕ Flailing Assault (standard; at-will)		
The blight wolf makes a bite attack and a tail lash attack. It may shift 1 square either before or after one of these attacks.		
Bestial Fury		
The blight wolf gains a +5 bonus to Will against charm effects. If it is affected by a charm, it automatically shakes off the charm at the end of its turn.		
Erratic Flight (move; recharge ☐☐☐☐☐)		
The blight wolf flies up to 12 squares. It must land at the end of this move or it crashes.		
Bloodied Bite (free, when first bloodied; encounter) • Poison		
+15 vs. Fortitude; 2d10+5 poison damage, plus the target is marked until the end of the blight wolf's next turn and takes ongoing 5 poison damage (save ends).		
Alignment Chaotic evil	Languages Primordial	
Skills Endurance +14		
Str 16 (+7)	Dex 18 (+8)	Wis 12 (+5)
Con 20 (+9)	Int 8 (+3)	Cha 13 (+5)

Blight Wolf Tactics

Blight wolves are pack hunters, and they often arrange ambushes that take advantage of terrain; they are well aware of the advantage that their flight, however clumsy, gives them in avoiding difficult terrain. In close combat, they always use *flailing assault* to maneuver into flanking position.



Omen Wolf		Level 14 Elite Skirmisher
Large natural magical beast (reptile)		XP 2,000
Initiative +13	Senses Perception +14; low-light vision	
HP 284; Bloodied 142; see also <i>bloodied bite</i>		
AC 30; Fortitude 29, Reflex 28, Will 26		
Immune charm, disease, poison		
Saving Throws +2		
Speed 8, fly 4 (clumsy); see also <i>flailing assault</i> , <i>dire lunge</i> , and <i>erratic flight</i>		
Action Points 1		
⊕ Bite (standard; at-will) • Poison	+19 vs. AC; 2d8+6 damage, and ongoing 10 poison (save ends).	
⊕ Tail Lash (standard; at-will)	+17 vs. Reflex; 1d10+6 damage, and the target is dazed (save ends).	
↓ Flailing Assault (standard; at-will)	The omen wolf makes a bite attack and a tail lash attack. It may shift 1 square either before or after one of these attacks.	
↓ Dire Lunge (standard; recharge ☼☼☼☼) • Poison	The omen wolf shifts up to 4 squares and then attacks: +17 vs. Fortitude; 3d10+6 poison damage, plus the target takes ongoing 10 poison (save ends).	
↙ Chilling Howl (minor; recharge ☼☼☼☼) • Fear	Close burst 8; +17 vs. Will; the target takes a -2 penalty to all defenses until the end of the omen wolf's next turn.	
Erratic Flight (move; recharge ☼☼☼☼☼☼)	The omen wolf flies up to 12 squares. It must land at the end of this move or it crashes.	
Bloodied Bite (free, when first bloodied; encounter) • Poison	The omen wolf's <i>dire lunge</i> recharges, and the omen wolf uses it immediately. The target is marked until the end of the omen wolf's next turn.	
Alignment Chaotic evil	Languages Primordial	
Skills Endurance +18		
Str 19 (+11)	Dex 18 (+11)	Wis 15 (+9)
Con 22 (+13)	Int 12 (+8)	Cha 16 (+10)

ENCOUNTER GROUPS

Blight wolves normally hunt only in packs comprised of their own kind, although they have been known to make temporary alliances with other titanspawn when circumstances dictate.

Level 9 Encounter (XP 2,100)

- 3 blight wolves (level 8 elite soldier)

Level 14 Encounter (XP 4,800)

- 4 blight wolves (level 8 elite soldier)
- 1 omen wolf (level 14 elite skirmisher)

Omen Wolf Tactics

An omen wolf normally leads a pack of blight wolves. It relies heavily on its *dire lunge* and *chilling howl* to bring down prey that would fight back.

BLOOD MOTH

BLOOD MOTHS RESEMBLE BUTTERFLIES with broad, beautiful wings with elaborate, colorful patterns. These patterns change and shift subtly as an observer watches, and after a few moments, they form images of skulls, demonic faces, and bestial eyes.

BLOOD MOTH LORE

The following information about blood moths can be obtained with a successful Nature check.

DC 15: Blood moths fly in beautiful, if deadly swarms near such wild locations as the Hornsaw Forest and the Perforated Plains. These creatures sometimes trouble the nomads of the Plains of Lede as well, but the local artisans take advantage of this fact. They harvest the wings from slain blood moths and transform them into jewelry and other works of art.

DC 25: Blood moths are the spawn of Gaurak, created by the Voracious One in order to devour prey, then return to their master. The Glutton would then consume them himself, enjoying the varied tastes of the blood moths' victims. Unfortunately, blood moths lived on even after their master's dismemberment.

ENCOUNTER GROUPS

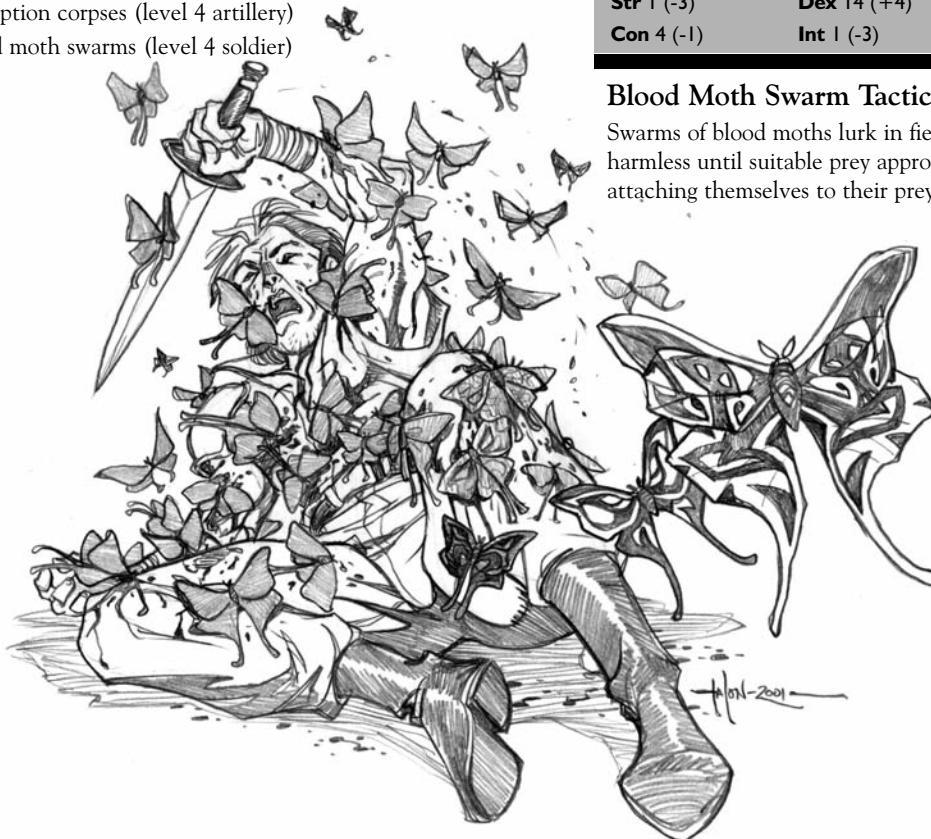
Blood moths are rarely found with creatures other than themselves, except perhaps the undead remains of creatures they have slain — or which have no blood on which the moths might feed.

Level 1 Encounter (XP 500)

- 4 blood moths (level 1 minion)
- 4 decrepit skeletons (level 1 minion)
- 3 fire beetles (level 1 brute)

Level 4 Encounter (XP 875)

- 2 corruption corpses (level 4 artillery)
- 3 blood moth swarms (level 4 soldier)



Blood Moth		Level 1 Minion
Tiny natural beast		XP 25
Initiative +2	Senses Perception +1	
HP 1; a missed attack never damages a minion		
AC 11; Fortitude 9, Reflex 12, Will 10		
Speed 1, fly 5		
⊕ Bite (standard; at-will)		
+4 vs. AC; 3 damage, and the target is grabbed (until escape).		
⊖ Blood Drain (standard; at-will)		
Grabbed target only. +2 vs. Fortitude; ongoing 2 damage (save ends).		
Alignment Unaligned		Languages –
Str 1 (-5)	Dex 14 (+2)	Wis 12 (+1)
Con 4 (-3)	Int 1 (-5)	Cha 8 (-1)

Blood Moth Tactics

A single blood moth is not much of a threat, but these creatures rarely if ever travel alone.

Blood Moth Swarm		Level 4 Soldier
Small natural beast (swarm)		XP 175
Initiative +6	Senses Perception +3	
Swarm Attack aura 1; the blood moth swarm makes a basic attack as a free action against each enemy that begins its turn in the aura		
HP 44; Bloodied 22		
AC 18; Fortitude 14, Reflex 17, Will 16		
Resist half damage from melee and ranged attacks; Vulnerable 5 area and close attacks		
Speed 1, fly 5		
⊕ Swarm Attack (standard; at-will)		
+9 vs. AC; 1d6+2 damage.		
⊖ Blood Drain (standard; at-will)		
+7 vs. Reflex; 1d6+2 damage, and ongoing 5 damage (save ends).		
Blood Hunger		
The blood moth swarm deals an extra 1d6 damage to bloodied creatures.		
Alignment Unaligned		Languages –
Str 1 (-3)	Dex 14 (+4)	Wis 12 (+3)
Con 4 (-1)	Int 1 (-3)	Cha 8 (-3)

Blood Moth Swarm Tactics

Swarms of blood moths lurk in fields, glades, or woods, seemingly harmless until suitable prey approaches. They move in directly, attaching themselves to their prey and using blood drain.

Great Horned Boar		Level 12 Brute
Large natural beast (mount)		XP 700
Initiative +7	Senses Perception +7	
HP 149; Bloodied 74; see also <i>death strike</i>		
AC 24; Fortitude 25, Reflex 23, Will 22		
Speed 8		
⊕ Gore (standard; at-will) +15 vs. AC; 2d8+6 damage.		
Furious Charge When a great horned boar charges, its gore deals an extra 10 damage, pushes the target 2 squares, and knocks the target prone on a hit.		
Death Strike (when reduced to 0 hit points) The great horned boar makes a gore attack.		
Rabid Charger (when mounted by a friendly rider of 12th level or higher; at-will) • Mount When it charges, the great horned boar makes a gore attack in addition to its rider's charge attack; see also furious charge.		
Alignment Unaligned	Languages –	
Str 23 (+12)	Dex 12 (+7)	Wis 13 (+7)
Con 19 (+10)	Int 2 (+2)	Cha 8 (+5)

Great Horned Boar Tactics

When encountered in the wild these creatures are rarely a threat, but are peaceful, even shy. They generally consume plants and roots, but if any nearby creature is bloodied — even another of their own kind — they attack with savage fury.

HORNED BOAR LORE

The following information about horned boars can be obtained with a successful Nature check.

DC 20: The great horned boar inhabits the Iron Steppes and the Centaur Plains of Termana. For a time, the horned boars dwelled as relatively peaceful grazing creatures, but with the coming of the gnoll tribes everything changed. When the gnolls began to hunt them, the horned boars soon turned upon their hunters. Shocked that their prey was so dangerous, the gnolls stopped hunting the beasts for a time, but then returned with greater skill and caution, capturing the boars and raising them as riding animals and beasts of burden.

ENCOUNTER GROUPS

Horned boars are most often encounters alone or in small herds, but are often ridden by gnolls.

Level 12 Encounter (XP 3,500)

- 2 gnoll demonic scourges [ranger template] (level 8 elite skirmisher)
- 3 great horned boars (level 12 brute)



Iron Tusker		Level 22 Brute	
Large fey beast		XP 4,150	
Initiative +13 Senses Perception +13; low-light vision			
HP 254; Bloodied 127; see also <i>death strike</i>			
AC 34; Fortitude 37, Reflex 32, Will 33			
Speed 9			
⊕ Gore (standard; at-will)			
+25 vs. AC; 3d6+6 damage (crit 4d6+6).			
Blood Frenzy +1d6			
An iron tusker deals an extra 1d6 damage against bloodied enemies.			
Furious Charge			
When an iron tusker charges, its gore deals an extra 15 damage, pushes the target 2 squares, and knocks the target prone on a hit.			
Death Strike (when reduced to 0 hit points)			
The iron tusker makes a gore attack.			
Alignment Unaligned		Languages –	
Skills Stealth +18			
Str 22 (+17)	Dex 15 (+13)	Wis 14 (+13)	
Con 24 (+18)	Int 2 (+7)	Cha 13 (+14)	

Iron Tusker Tactics

The iron tusker is a veritable killing machine, attacking intruders on its territory without provocation or warning. It is swift for its size, and the thickness of its grisly hide allows it to shrug off most blows.

Truewit Boar		Level 29 Brute	
Huge fey magical beast		XP 15,000	
Initiative +18 Senses Perception +24; low-light vision			
HP 328; Bloodied 164; see also <i>death strike</i>			
AC 41; Fortitude 43, Reflex 40, Will 40			
Speed 10			
⊕ Gore (standard; at-will)			
Reach 2; +32 vs. AC; 3d8+7 damage (crit 4d8+7).			
⊕ Trample (standard; encounter)			
The truewit boar can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the boar must end its trample in an unoccupied space. When it enters an enemy's space, the boar makes a trample attack against that creature: +28 vs. Reflex; 2d8+7 damage, and the target is knocked prone.			
Blood Frenzy +1d8			
A truewit tusker deals an extra 1d8 damage against bloodied enemies.			
Furious Charge			
When a truewit boar charges, its gore deals an extra 15 damage, pushes the target 3 squares, and knocks the target prone on a hit.			
Death Strike (when reduced to 0 hit points)			
The truewit boar makes a gore attack.			
Alignment Unaligned		Languages –	
Skills Stealth +23			
Str 25 (+21)	Dex 18 (+18)	Wis 21 (+19)	
Con 28 (+22)	Int 10 (+14)	Cha 19 (+18)	

Truewit Boar Tactics

The truewit boar is a larger, intelligent iron tusker. If fighting more than one opponent, it tramples one and then slashes with its massive tusks. Truewit boars are known to recover from seemingly mortal wounds, track their attackers, and exact revenge.



IRON TUSKER LORE

The following information about iron tuskers can be obtained with a successful Nature check.

DC 20: Legends claim that the iron tusker is not a living creature at all, but a physical manifestation of a curse imposed by the gods on a foolish and vainglorious noble. The iron tusker simply appears without warning in the forests surrounding a lord's castle and commences to terrorize the local folk, killing hunters and innocent travelers alike, as if daring a hunting party to try and stop it. Hunters who pursue the beast into the forest quickly find the tables turned on them, as the beast can move like a shadow through the dense undergrowth and surprise scattered members of the party.

DC 25: Defeating an iron tusker in combat is considered a mark of immense renown in certain kingdoms: the King's Guard of Darakeene wear the boar's head sigil on their shields in honor of an iron tusker they slew in defense of their monarch centuries ago.

ENCOUNTER GROUPS

Iron tuskers are normally solitary, but can occasionally be found as the tamed pets of larger, more powerful creatures. Truewit boars occasionally ally themselves with powerful fey creatures, but most often act alone.

Level 24 Encounter (XP 30,250)

- 3 iron tuskers (level 22 brute)
- 1 storm titan (level 27 elite controller)

Level 26 Encounter (XP 50,000)

- 1 25th-level eladrin wizard devastator* (level 25 elite artillery)
- 3 25th-level eladrin fighters* (level 25 soldier)
- 1 truewit tusker (level 29 brute)

* See *Devastator template* in the 4E D&D DUNGEON MASTER'S GUIDE, page 178. Stats for the NPC eladrin wizard and eladrin fighters are found in Appendix Two of this book.

CHARFIEND

THESE CREATURES OFTEN LAIR IN THE RUINS OF BURNED BUILDINGS, emerging only to feed. The stink of their flesh is cloying, a warning to perceptive creatures of their presence.

Charfiend Harasser		Level 2 Minion	
Medium elemental humanoid (fire)		XP 31	
Initiative +1		Senses Perception -1; darkvision	
Acrid Stench aura 2; living enemies that start their turns in the aura suffer a -1 penalty to attack rolls and skill checks until the end of their next turn			
HP 1; a missed attack never damages a minion			
AC 14; Fortitude 12, Reflex 13, Will 11			
Speed 7			
⬇ Bite (standard; at-will) +5 vs. AC; 4 damage.			
Pack Fighter A charfiend harasser gains a +1 bonus to attack rolls as long as another charfiend is adjacent to the harasser's target.			
Alignment Chaotic evil		Languages Primordial	
Skills Stealth +4			
Str 11 (+0)	Dex 13 (+1)	Wis 9 (-1)	
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)	

Charfiend Harasser Tactics

When discovered feasting, charfiends usually flee unless they have a clear advantage. When facing an obviously inferior foe, charfiends circle their prey, slashing at him with their grossly large fangs. If cornered, charfiends fight like wild animals, endangering themselves just long enough to escape.

Charfiend Raider		Level 2 Skirmisher	
Medium elemental humanoid (fire)		XP 125	
Initiative +5		Senses Perception +6; darkvision	
Acrid Stench aura 2; living enemies that start their turns in the aura suffer a -1 penalty to attack rolls and skill checks until the end of their next turn			
HP 37; Bloodied 18			
AC 16; Fortitude 14, Reflex 15, Will 13			
Resist 10 fire			
Speed 8; see also <i>nimble lunge</i>			
⬇ Bite (standard; at-will) +7 vs. AC; 2d4+1 damage (3d4+1 with combat advantage).			
⬇ Nimble Lunge (standard; at-will) The charfiend raider shifts 1 square and makes a bite attack.			
Pack Fighter A charfiend raider gains a +1 bonus to attack rolls as long as another charfiend is adjacent to the raider's target.			
Alignment Chaotic evil		Languages Primordial	
Skills Stealth +8			
Str 12 (+2)	Dex 15 (+3)	Wis 10 (+1)	
Con 13 (+2)	Int 9 (+0)	Cha 10 (+1)	

Charfiend Raider Tactics

Against inferior foes, charfiend raiders seek to encircle their prey, using *nimble lunge* to set up flanking attacks.

Charfiend Caitiff		Level 5 Controller (Leader)	
Medium elemental humanoid (fire)		XP 200	
Initiative +5		Senses Perception +7; darkvision	
Acrid Stench aura 2; living enemies that start their turns in the aura suffer a -1 penalty to attack rolls and skill checks until the end of their next turn			
Desecration aura 10; allies within the aura (including the charfiend caitiff) gain a +2 bonus to AC and Reflex against attacks having the divine keyword			
HP 62; Bloodied 31			
AC 19; Fortitude 17, Reflex 17, Will 17			
Resist 10 fire			
Speed 8			
⬇ Bite (standard; at-will) +10 vs. AC; 2d4+3 damage (3d4+3 with combat advantage), and the target takes ongoing 5 damage (save ends).			
⬅ Horrid Stench (minor; recharge ⏏; ⏏; ⏏) Close burst 2; targets enemies; +9 vs. Fortitude; the target is weakened until the end of the charfiend caitiff's next turn.			
Pack Leader An enemy adjacent to the charfiend caitiff is considered flanked by all other charfiends adjacent to the same enemy.			
Alignment Chaotic evil		Languages Primordial	
Skills Stealth +10			
Str 16 (+5)	Dex 17 (+5)	Wis 11 (+2)	
Con 14 (+4)	Int 13 (+3)	Cha 14 (+4)	

Charfiend Caitiff Tactics

A charfiend caitiff situates itself so that its *desecration* aura protects its allies from divine attackers. It uses its *horrid stench* whenever that power is charged, but tries to maneuver to catch at least two enemies in its range.

CHARFIEND LORE

The following information about charfiends can be obtained with a successful Arcana check.

DC 15: In the Titanswar, Mormo created the charfiends to spread evil and to desecrate holy sites, leaving worshipers unable to communicate with their gods. The Titanswar was a banquet for these creatures; in these less incendiary times, many charfiends go hungry - but the smartest among them often resort to starting their own fires.

ENCOUNTER GROUPS

Charfiends normally keep to their own kind, but occasionally ally with titanspawn or other evil creatures, particularly those with resistance to fire.

Level 3 Encounter (XP 761)

- 2 charfiend harassers (level 2 minion)
- 4 charfiend raiders (level 2 skirmisher)
- 1 charfiend caitiff (level 5 controller)

Level 5 Encounter (XP 975)

- 2 totems of pain (level 1 artillery)
- 3 charfiend raiders (level 2 skirmisher)
- 2 charfiend caitiffs (level 5 controller)



CROCODILE

Rumbler Crocodile		Level 8 Brute
Large natural beast (reptile)		XP 350
Initiative +4	Senses Perception +5; low-light vision	
HP 109; Bloodied 54		
AC 20; Fortitude 22, Reflex 19, Will 19		
Speed 6, swim 8		
⊕ Bite (standard; at-will)		
+11 vs. AC; 2d6+4 damage, and the target is grabbed (until escape). The rumbler crocodile cannot make bite attacks while grabbing a creature, but it can use clamping jaws.		
⊕ Clamping Jaws (standard; at-will) • Thunder		
Grabbed target only. +10 vs. Reflex; 2d6+4 damage plus 1d6 thunder damage, and the target is dazed (save ends). Miss: Half damage and the target is not dazed.		
⊖ Bass Rumble (standard; encounter) • Thunder		
Close burst 2; +7 vs. Fortitude; 1d8+4 thunder damage, and the target is deafened (save ends).		
Alignment Unaligned	Languages –	
Skills Stealth +9		
Str 18 (+8)	Dex 11 (+4)	Wis 13 (+5)
Con 19 (+8)	Int 2 (+0)	Cha 8 (+3)

Rumbler Crocodile Tactics

Although a rumbler crocodile is quite capable of running down prey, it usually does not expend such energy. The rumbler crocodile hunts by hiding in ambush, waiting for creatures to move toward its expectant jaws. It uses its *bass rumble* when creatures it hunts prove able or willing to fight back; otherwise, it relies on its clamping jaws to defeat its prey.

RUMBLER CROCODILE LORE

The following information about rumbler crocodiles can be obtained with a successful Nature check.

DC 20: Rumlbers fill much of the hot hours of the day bellowing, declaring their hunting grounds to rivals and trying to attract mates. These rumblings continue into the evening, but at that time they take on a more ominous meaning: The rumbler begins to hunt in the late hours of the day.

ENCOUNTER GROUPS

Rumbler crocodiles are most often found alone or in small groups, but can sometimes be found in the company of more powerful reptilian creatures, who capture or captivate the beasts to be used as guards.

Level 7 Encounter (XP 1,575)

- 1 young black dragon (level 4 solo lurker)
- 2 rumbler crocodiles (level 8 brute)



Plague Crocodile		Level 10 Elite Brute	
Large natural beast (reptile, undead)		XP 1,000	
Initiative +5		Senses Perception +5; darkvision	
HP 258; Bloodied 129			
AC 24; Fortitude 25, Reflex 22, Will 21			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Saving Throws +2			
Speed 5, swim 6			
Action Points 1			
⬇ Bite (standard; at-will) • Poison			
+13 vs. AC; 2d6+5 damage, plus the target takes 5 ongoing 5 poison (save ends) and is grabbed (until escape). The plague crocodile cannot make bite attacks while grabbing a creature, but it can use clamping jaws.			
⬇ Clamping Jaws (standard; at-will)			
Grabbed target only. +11 vs. Reflex; 2d6+5 damage, and the target is dazed (save ends). Miss: Half damage and the target is not dazed.			
⬇ Closing Burst (standard; encounter)			
The plague crocodile moves 5 squares and makes a bite attack.			
⬅ Toxic Spew (standard; recharge ⓧ) • Poison			
Close blast 2; +9 vs. Reflex; 1d8+4 poison damage, and ongoing 5 poison damage (save ends).			
Alignment	Evil	Languages –	
Skills	Stealth +10		
Str	20 (+10)	Dex	10 (+5)
Con	19 (+9)	Int	2 (+1)
		Wis	10 (+5)
		Cha	5 (+2)

Plague Crocodile Tactics

Plague crocodiles prefer to charge at prey from hiding places in shallow or stagnant water using *closing burst*. They fasten on with their poisonous bite, then drag it down under the water where they use *clamping jaws* until the prey stops moving. They use *toxic spew* against spellcasters or opponents who attack them with ranged weapons. Plague crocodiles flee combat only if clearly outmatched.

PLAGUE CROCODILE LORE

The following information about plague crocs can be obtained with a successful Nature check.

DC 20: Plague crocs have a surprising fondness for beautiful sounds and objects of all kinds. Males often make nests of refuse and detritus in areas frequented by songbirds and line the nests with piles of coins and gems.

DC 25: As the forsaken elves struggled against Chern, bits of his corrupt flesh flew everywhere, some landing many leagues away in the swamps of northern Termana. There, crocodiles that consumed his flesh were transformed into the perversions now known as plague crocs.

ENCOUNTER GROUPS

Plague crocs have a dim but malicious intelligence, and sometimes willingly ally with or even serve masters such as powerful asaathis and swamp hags.

Level 10 Encounter (XP 2,500)

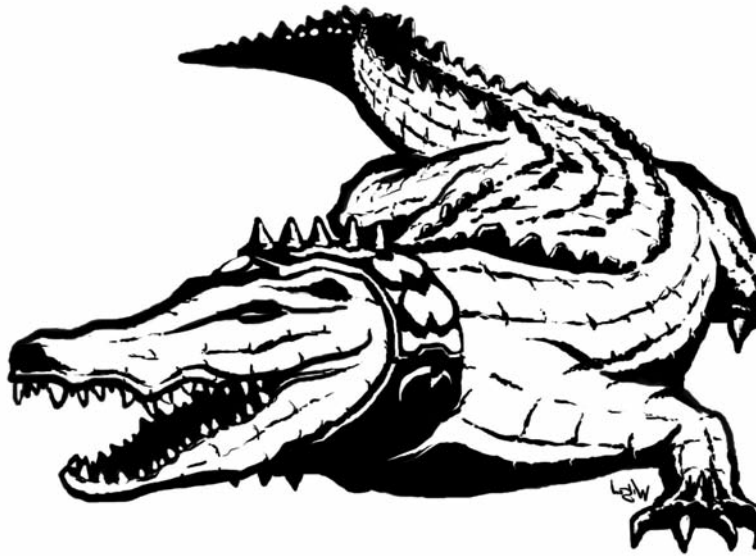
- 3 poisonbearer ghouls (level 10 brute)
- 1 plague croc (level 10 elite brute)



Paragon Crocodile		Level 11 Elite Soldier	
Large natural magical beast (reptile)		XP 1,200	
Initiative +9		Senses Perception +16; low-light vision	
Divine Castigation aura 5; evil creatures within the aura take a –2 penalty to attack rolls as long as the paragon crocodile is not bloodied			
HP 234; Bloodied 117; see also <i>divine castigation</i>			
AC 29; Fortitude 24, Reflex 23, Will 26			
Saving Throws +2			
Speed 6, swim 10			
Action Points 1			
⬇ Bite (standard; at-will)			
+18 vs. AC; 2d8+4 damage, and the target is grabbed (until escape). The paragon crocodile cannot make bite attacks while grabbing a creature, but it can use clamping jaws.			
⬇ Clamping Jaws (standard; at-will)			
Grabbed target only. +18 vs. Reflex; 2d8+4 damage. Miss: Half damage.			
⬅ Healing Hiss (minor, 1/round; encounter) • Healing			
Close burst 2; the paragon crocodile or one target within range heals 29 hit points (targets with healing surges must spend one healing surge to gain this benefit). The paragon crocodile may use this ability twice per encounter.			
Alignment	Good	Languages Telepathy 10	
Skills	Intimidate +14, Religion +10, Stealth +12		
Str	19 (+9)	Dex	14 (+7)
Con	21 (+10)	Int	10 (+5)
		Wis	22 (+11)
		Cha	18 (+9)

Paragon Crocodile Tactics

Paragon crocodiles tend to lie under the surface of the water, waiting for prey to draw near. When defending a holy site or a divinely appointed charge, though, they move with surprising speed, whenever possible staying close enough to allies to use their *healing hiss* as needed.



PARAGON CROCODILE LORE

The following information about paragon crocodiles can be obtained with a successful Religion check.

DC 20: As legend has it, shortly after the Titanswar, a horde of barbarians stormed the river city-state of Hetanu, seeking to take advantage of the city's weakened defenses. The citizens could not keep the barbarians out, but just as the invaders reached the river-side district, the sacred crocodiles of Madriel's temple surged out of the river. Ignoring their own losses, the crocodiles tore apart the invaders' strongest forces, and the citizens took this event as an omen and rallied. Thanks to the crocodiles, the city survived.

The story records that Madriel was so pleased with the creatures' actions that she granted the reptiles sentience and a share of her divine power. Now the paragon crocodiles guard the city of Hetanu with increased vigilance and even religious zeal. Rumor suggests that a few pairs have even left the city in order to breed a new generation elsewhere and guard other cities in Madriel's name.

ENCOUNTER GROUPS

Paragon crocodile are normally encountered among their own kind, but occasionally in the company of priests or other guards in and around the temples they protect.

Level 11 Encounter (XP 3,200)

- 2 10th-level fighters* (level 10 soldier)
- 1 10th-level cleric battle champion* (level 10 elite soldier)
- 1 paragon crocodile (level 11 elite soldier)

* See *Battle Champion* template in the 4E D&D DUNGEON MASTER'S GUIDE, page 176. Stats for the NPC cleric and fighters are found in Appendix Two of this book.

Level 18 Encounter (XP 10,000)

- 2 guardian nagas (level 12 elite artillery)
- 2 angels of battle (level 15 skirmisher)
- 1 paragon lord crocodile (level 19 elite soldier)

Paragon Lord Crocodile	Level 19 Elite Soldier
Huge natural magical beast (reptile)	XP 4,800
Initiative +14	Senses Perception +21; low-light vision
Divine Castigation aura 5; evil creatures within the aura take a –2 penalty to attack rolls as long as the paragon crocodile is not bloodied	
HP 368; Bloodied 184; see also <i>divine castigation</i>	
AC 37; Fortitude 32, Reflex 31, Will 34	
Saving Throws +2	
Speed 6, swim 10	
Action Points 1	
⊕ Bite (standard; at-will)	+26 vs. AC; 2d10+6 damage, and the target is grabbed (until escape). The paragon lord crocodile cannot make bite attacks while grabbing a creature, but it can use clamping jaws.
⊕ Clamping Jaws (standard; at-will)	Grabbed target only. +26 vs. Reflex; 2d10+6 damage. Miss: Half damage.
⊖ Healing Hiss (minor, 1/round; encounter)	Close burst 2; the paragon lord crocodile or one target within range heals 46 hit points (targets with healing surges must spend one healing surge to gain this benefit). The paragon crocodile may use this ability twice per encounter.
Alignment Good	Languages Telepathy 10
Skills Intimidate +19, Religion +16, Stealth +17	
Str 23 (+14)	Dex 16 (+12) Wis 24 (+16)
Con 24 (+15)	Int 14 (+11) Cha 21 (+14)

Paragon Lord Crocodile Tactics

Paragon lord crocodiles are simply larger, more powerful paragon crocs, and use similar tactics.



DEADLY PLANT

Dart Blossom		Level 2 Artillery
Small natural animate (blind, plant)		XP 125
Initiative +3	Senses Perception +1; tremorsense 10	
HP 30; Bloodied 15; see also <i>death burst</i> and <i>fusillade of darts</i>		
AC 13; Fortitude 13, Reflex 14, Will 13		
Immune psychic, sleep; Vulnerable 5 fire		
Speed 0		
☞ Dart (standard; at-will) • Poison		
Ranged 5/10; +9 vs. AC; 1d4+2 damage, and ongoing 3 poison (save ends).		
☜ Fusillade of Darts (when the dart blossom is first bloodied; encounter) • Poison		
Close blast 5; +7 vs. Reflex; 3d4+2 damage, and ongoing 5 poison damage (save ends). Miss: Half damage and no ongoing poison damage.		
☜ Death Burst (when reduced to 0 hit points) • Poison		
Close burst 5; +7 vs. Reflex; 2d4+2 damage, and ongoing 5 poison damage (save ends). Miss: Half damage and no ongoing poison damage.		
Alignment Unaligned	Languages –	
Str 4 (-2)	Dex 15 (+3)	Wis 10 (+1)
Con 12 (+2)	Int 1 (-4)	Cha 1 (-4)



Dart Blossom Tactics

Dart blossoms typically grow in patches, sometimes of great size. They usually wait until a creature enters normal range, at which time they open fire with their toxic darts. They continue to fire until they or their prey has been slain or until all targets have moved out of range.

DART BLOSSOM LORE

The following information about dart blossoms can be obtained with a successful Nature check.

DC 15: The hot and humid jungles of Termana are perfect greenhouses for this dangerous plant. Fields of dart blossoms have up to a dozen plants, and even bigger fields have been reported, but the plant seems to reach such large numbers only when there are a large number of prey animals in the area.

DC 20: It is rumored that there is a perennial variety of this plant that reaches enormous size.

ENCOUNTER GROUPS

Dart blossoms often grow in close proximity to one another, as do various kinds of deadly plants, sharing both resources and feeding grounds. However, many beasts and humanoids alike use dart blossoms to their own tactical advantage, setting up ambushes and gauntlets around places where such plants grow.

Level 2 Encounter (XP 650)

- 4 dart blossoms (level 2 artillery)
- 1 child trap (level 3 controller)

Level 4 Encounter (XP 875)

- 3 dart blossoms (level 2 artillery)
- 2 hobgoblin warcasters (level 3 controller)
- 1 hobgoblin commander (level 5 soldier)

Child Trap		Level 3 Controller
Large natural animate (blind, plant)		XP 150
Initiative -4	Senses Perception +1; tremorsense 10	
HP 45; Bloodied 22; see also <i>death burst</i>		
AC 14; Fortitude 17, Reflex 13, Will 15		
Immune psychic, sleep; Vulnerable 5 fire		
Speed 0		
☙ Envelop (standard; at-will) • Acid		
Helpless target only. The child trap envelops a Medium or smaller creature that is adjacent and helpless, drawing the target into its own space; the target is restrained (no save) and takes 5 acid damage each round at the start of the child trap's turn. Every time it takes damage, an enveloped creature may make a DC 13 Wisdom check to awaken; thereafter, it is still restrained and takes 5 acid damage (both until escape). Creatures restrained this way can attack only with one-handed or natural weapons. Any attack by another creature that successfully hits the child trap while the plant has a victim enveloped deals half damage to the child trap and half to the restrained creature. Additional effects of the attack (i.e., penalties, ongoing damage, imposed conditions, etc.) affect the child trap only. If the child trap dies, any creature still trapped inside can escape as a move action, ending that action in a square formerly occupied by the plant.		
☜ Intoxicating Lure (move; at-will) • Charm		
Close burst 10; +7 vs. Will; the target moves its speed toward the child trap and is then immobilized until the end of the child trap's next turn.		
Soporific Gas • Sleep, Zone		
Close burst 1. Living creatures in the zone are subject to this attack each round at the beginning of the child trap's turn: +7 vs. Will; the target is immobilized (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends). Miss: The target is dazed (save ends).		
Death Burst (when reduced to 0 hit points, but only if by fire damage) • Fire		
Close burst 3; hits enveloped creature automatically; +7 vs. Reflex; 2d6+1 fire damage.		
Alignment Unaligned	Languages –	
Str 13 (+2)	Dex 1 (-4)	Wis 10 (+1)
Con 13 (+2)	Int 1 (-4)	Cha 10 (+1)



Child Trap Tactics

A child trap uses *intoxicating lure* when any Medium or smaller living creature comes into range, and then tries to *envelop* that creature so that the plant may feed.

CHILD TRAP LORE

The following information about child traps can be obtained with a successful Nature check.

DC 15: The child trap attracts curious animals (or unmonitored children) with its bright, shining colors and by emitting a delightful display of iridescent gas from an orifice directly in its center. The gas dances and weaves on air currents churned by a cluster of vibration-sensitive fronds. The gas is intoxicating and induces sleep, and the same substance coats the inside of the trap's leaves and fronds as a sticky resin.

DC 20: The child trap's outer surface is coarse and tough due to the bone, hair, and clothing it metabolizes, but it is quite vulnerable to fire. In fact, the intoxicating, sleep-inducing gas it emits is explosive when exposed to open flame.

A child trap is sated for roughly a month from a meal the size of a dog, but it can devour a human adult given enough time.

ENCOUNTER GROUPS

As with dart blossoms, child traps are used by many creatures to their own advantage. However, as always, mixed groups of deadly plants are a danger in their own right.

Level 3 Encounter (XP 750)

- 2 sand wyverns (level 3 elite brute)
- 1 child trap (level 3 controller)

Serpent Root		Level 6 Lurker
Large natural animate (blind, plant)		XP 250
Initiative +1	Senses Perception +3; tremorsense 2	
Vitality Drain (necrotic) aura 10; non-plant creatures that start their turns in the aura take 1 point of necrotic damage		
HP 62; Bloodied 31		
AC 20; Fortitude 20, Reflex 15, Will 17		
Immune psychic, sleep; Resist 10 necrotic; Vulnerable 5 acid, 5 fire		
Regeneration 3 (if the serpent root takes acid or fire damage, regeneration doesn't function on its next turn)		
Speed 0		
⊕ Tendril Lash (standard; at-will)		
Reach 2; +11 vs. AC; 1d8+1 damage, and the target is grabbed (until escape).		
⊖ Constrict (standard; at-will)		
Grabbed target only. +9 vs. Fortitude; 2d6+5 damage, and the target is dazed until the end of the serpent root's next turn.		
Alignment Unaligned		Languages –
Str 13 (+4)	Dex 6 (+1)	Wis 10 (+3)
Con 20 (+8)	Int 1 (-2)	Cha 10 (+3)

Serpent Root Tactics

Like other deadly plants, a serpent root blossom has only the most rudimentary of tactics. It seeks only to grab potential prey and squeeze the life out of it.

SERPENT ROOT LORE

The following information about serpent root can be obtained with a successful Nature check.

DC 15: A patch of serpent root is most easily discernible due to the fact that it draws the life energy from anything that grows around it. Whether occurring naturally or transplanted artificially, serpent root is devastating to any town, crop, or wood, not to mention unwary passersby.

Legend holds that the tenacious bramble was born from and fed upon the spilled blood of Mormo, or that her serpent children grew roots and became as hard as bark upon her death.

DC 20: Perhaps the most famous bit of lore surrounding serpent root has to do with its use by King Virduk of Calastia and his Court Wizard, Antreas, in their campaign against the dwarves of Burok Torn.



ENCOUNTER GROUPS

Serpent root has been seeded strategically by many races, some famously, but it is still regarded by many as one of the more dangerous natural hazards of Ghelspad.

Level 6 Encounter (XP 1,200)

- 2 human mages (level 4 artillery)
- 2 human berserkers (level 4 brute)
- 2 serpent root (level 6 lurker)

Cave Shrike	Level 17 Lurker
Huge aberrant animate (blind, plant)	
XP 1,600	
Initiative +15	Senses Perception +9; tremorsense 20
HP 126; Bloodied 63	
AC 31; Fortitude 30, Reflex 28, Will 27	
Immune psychic, sleep; Vulnerable 5 electricity	
Speed 1, climb 1	
⚔ Tentacle (standard; at-will)	
Reach 10; +22 vs. AC; 1d6+6 damage, and the target is grabbed (until escape).	
⚔ Multiattack (standard; at-will)	
The cave shrike makes 3 melee basic attacks.	
⚔ Lift and Separate (standard; at-will)	
Grabbed target only. +20 vs. Reflex; 4d6+6 damage, and the target slides 1d6 squares and is knocked prone.	
Life Aloft	
The cave shrike is normally found rooted to some recess high up on the ceiling of a cavern, between 30 and 50 feet above the ground. It can be attacked in melee only by characters who can fly, climb, or by some other means get to within reach of the main body of the creature, or else by those who were attacked by the shrike within the last round (i.e., targeting the tentacles).	
Alignment Unaligned	Languages –
Str 22 (+14)	Dex 16 (+11) Wis 12 (+9)
Con 18 (+12)	Int 1 (+3) Cha 1 (+3)

Cave Shrike Tactics

The cave shrike's method of attack is painfully simple — pick up a victim and drop it from a great height, repeatedly if necessary, until it stops resisting.

CAVE SHRIKE LORE

The following information about cave shrikes can be obtained with a successful Dungeoneering check.

DC 20: The cave shrike is a rare and horrific denizen of the deepest subterranean caverns. It creeps its way onto the high ceilings of caverns, hiding in the primeval darkness where no torchlight can reach, and waits patiently for prey to pass below. The creature then grabs its intended prey swiftly in one or more ropy tentacles and draws it high into the air before dropping it on the many stalagmites that rise sharply from the cavern floor. Once the impaled victim expires, the cave shrike picks the rotting corpse apart, absorbing bits of the victim through the jelly-like membrane of its central body.

The cave shrike's name was given by cavern explorers who were attacked by one of these things and who misinterpreted the whipping sound of its tentacles in the air above as the movements of cave-dwelling birds.

DC 25: Stories persist of tribes of goblins that worship cave



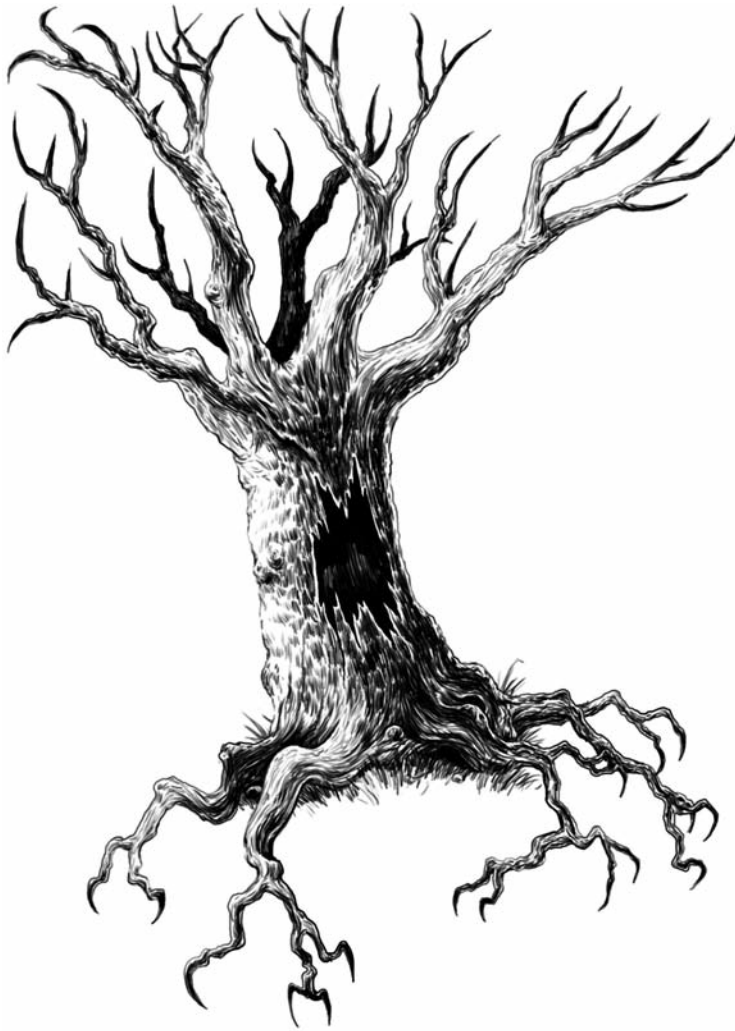
shrikes as gods, creating their homes under such a monster's shadow and providing it with sacrifices from the outside world. Of course, the veracity of such tales is to be questioned, given the mindless nature of such a creature, which would presumably devour goblins as it would any other creature.

ENCOUNTER GROUPS

Cave shrikes can sometimes be found in small groups. Occasionally, flying subterranean creatures can be found dwelling near cave shrikes with relative impunity since the creature can sense prey only by sensing vibrations from its contact with the ground below.

Level 14 Encounter (XP 5,200)

- 4 wyverns (level 10 skirmisher)
- 2 cave shrikes (level 17 lurker)



CARNIVOROUS TREE LORE

The following information about carnivorous trees can be obtained with a successful Nature check.

DC 15: Carnivorous trees most commonly appear as oaks, but possibly hawthorn, maple, walnut or other deciduous varieties; they have been rendered carnivorous by exposure to the blood or remains of titans. Any forest can harbor carnivorous trees, though they are most commonly encountered in the thickest tangles of the Hornsaw and other tainted woods.

DC 25: Since they sustain themselves on prey in addition to soil nutrients, carnivorous trees tend to be stronger and healthier than the mundane kind around them. Even in forests where most trees are somewhat stunted due to the effects of the Titanswar or other cataclysms, carnivorous trees are healthy and possess thick, green foliage. Some are even known to retain their leaves in winter if food is abundant.

Carnivorous Tree		Level 25 Elite Soldier
Huge natural animate (blind, plant)		XP 14,000
Initiative +11	Senses Perception +9; tremorsense 5	
HP 454; Bloodied 227; see also <i>death squeeze</i>		
AC 42; Fortitude 42, Reflex 36, Will 38		
Immune daze, psychic, sleep, stun; Vulnerable 10 fire		
Regeneration 5 (if the carnivorous tree takes fire damage, regeneration doesn't function on its next turn)		
Saving Throws +2		
Speed 0		
Action Points 1		
⬇ Slam (standard; at-will)		
Reach 4; +32 vs. AC; 3d8+7 damage, and the target slides 2 squares.		
⬇ Grasping Slam (standard; at-will)		
Reach 4; +30 vs. Reflex; 2d8+7 damage, and the target is pulled 3 squares and grabbed (until escape).		
⬇ Trunk Trap (standard; at-will)		
Adjacent grabbed target only. +30 vs. Reflex; 4d6+7 damage and 2d6 acid damage, and the target is restrained (save ends). The carnivorous tree may trap only 1 Medium, 2 Small, or 4 Tiny or smaller creatures at a time.		
Many Limbs		
A carnivorous tree can use its slam attacks and grasping slam regardless of the number of targets it has grabbed, and it may maintain a grab as a free action (not a minor action).		
Death Squeeze (immediate reaction, when first bloodied; encounter)		
Restrained target only. +32 vs. Reflex; 8d6+14 damage.		
Alignment Unaligned		Languages –
Str 24 (+19)	Dex 5 (+9)	Wis 4 (+9)
Con 19 (+16)	Int 1 (+7)	Cha 11 (+12)

Carnivorous Tree Tactics

A carnivorous tree seeks to grasp potential prey and to move the target into an adjacent position, where it can use *trunk trap*. Meanwhile, it uses its slam attacks to keep other creatures at bay (generally by sliding them beyond their ability to reach the tree to attack it). A carnivorous tree generally reserves its action point until it is nearly bloodied, at which time it attempts a *grasping slam* and then, using its action point, a *trunk trap* against the same creature; this way, it tries to ensure a *death squeeze* when the time comes.

ENCOUNTER GROUPS

Carnivorous trees tend to attract undead and other fell beasts, drawn by the smell of the tree's rotting prey. In time, these creatures often come to form symbiotic relationships with the tree.

Level 23 Encounter (XP 25,675)

- 5 abyssal ghoul myrmidons (level 23 minion)
- 3 voidsoul specters (level 23 lurker)
- 1 carnivorous tree (level 25 elite soldier)

Level 25 Encounter (XP 36,000)

- 1 carnivorous tree (level 25 elite soldier)
- 2 shadowraven swarms (level 27 brute)

DRAGON, WRACK

WRACK DRAGONS ARE FIERCE AND TERRIBLE BEASTS, clever and malicious, and many have a natural aptitude for magic. All are formed from elemental "wrack," natural elements exposed to harmful energies and imbued with a destructive spiritual resonance; the titans amplified and shaped this energy into great, lithe beasts of war. These creatures have but one form and do not age as mortal creatures, instead sustaining themselves by unleashing devastation into the world around them and then feeding on the resultant carnage, fueling their own existences with the very wrack that created them.

Though they are not true elementals, they are as much forces of nature as they are living creatures. They must feed only a little to sustain themselves, and they neither mate nor age. Wrack dragons are thus an ever-diminishing breed, for they were never truly born; given the death or imprisonment of their titanic creators, there will very likely be no more of them. In this sense, wrack dragons are already dead. This realization may affect wracks in very different ways, though: Some have grown embittered and self-destructive, knowing that theirs is a doomed continuance, while others have become cagey and craven, fearing an end to their already tenuous existence.

Those wrack dragons that remain are of many kinds. Sadly, while they are far from stupid, most are too narrow-minded to adapt to new ways of living; they simply ravage the lands around them because that is their nature. The more powerful of them are typically somewhat more circumspect in their approach, however, and may even live undetected by tribes or societies that dwell surprisingly close by. Some, particularly those created near the end of the Titanswar, are embittered creations, angry at makers who brought them into existence to fight a war that was already lost and then left them to survive at the mercy of hostile gods. Many, if not most, live a furtive existence in the dark places of the world.

Others, though, loyal to their creators even now, work diligently to rescue and restore their masters' titanic essences. Many such

loyal servants retain command of much-reduced units of troops, and some still possess the weapons and armor the titans equipped them with during the war; the magic in most such equipment may have long since perished, however, leaving the dragons with only their natural weaponry (which is of course quite formidable enough).

WRACK DRAGON LORE

The following information about wrack dragons can be obtained with a successful Arcana check.

DC 20: Designed as the living siege weapons of the titans, wrack dragons were created to serve their masters as officers and warriors in the war against the gods. Few wrack dragons survived the war or the concerted cleansing operations that the gods staged immediately afterward; however, those that did survive are generally the craftiest and most powerful of their respective kinds.

DC 25: Whether driven by hunger, anger, or wanton self-destructiveness, wrack dragons are intelligent creatures who possess a moderate understanding of battlefield tactics. In combat, a wrack dragon will always use its abilities in a manner befitting an ancient, wily, experienced fighter, minimizing its own risk and maximizing the pain and suffering it inflicts. Most wrack dragons are more likely to lure enemies into traps, ambushes, or natural hazards than to blast them with breath weapons and charge to the attack at once.

Wrack dragons tend to lair either high above sea level or deep in the earth (or in deep, icy waters), far from those paths taken by random travelers; this is not to say, however, that they tend to avoid other creatures altogether. Many wracks can be quite social by nature, though theirs is more often the nature of the despot, the cult leader, or the narcissist than that of the friend or ally.

DC 35: More wrack dragons survived the Titanswar than most folk care to believe, although many of those survivors have since died, whether because they have been hunted down by divine servants or from other causes. Still, most sages would be shocked and appalled to know how many of these great creatures still exist, many having found ways to infiltrate some of the great cities and cultures of the Scarred Lands



FIREWRACK DRAGON



FIREWRACK DRAGON LORE

The following information about firewrack dragons can be obtained with a successful Arcana check.

DC 20: Many firewracks died in the Divine War, and a number of those that did not were hunted down shortly thereafter — after all, how many places can a huge mass of smoldering timbers and burnt flesh hide? Of those that did survive, most now exist underground or in blasted volcanic wastelands where their smoldering hides do not betray them.

DC 25: Firewracks are the thickest and most heavily built of the wrack dragons. Scalding hot to the touch, they set afire anything nearby.

DC 30: Firewrack dragons were the generals and elite warriors of the titan armies. Fighters to the last, they combine aggressive instincts with a keen intellect focused on finding the most direct way to the soft underbelly of a problem. While not magically adept or as clever as their woodwrack cousins, they are larger and more dangerous in close combat.

Lesser Firewrack Dragon Level 16 Solo Controller

Large elemental magical beast (dragon, earth, fire) XP 7,000

Initiative +12 **Senses** Perception +14; darkvision

Choking Aura aura 2; enemies that start their turns in the aura must make a DC 19 Endurance check or be dazed until the start of their next turn

Firewrack Furnace (Fire) aura 1; creatures that start their turns in the aura take ongoing 5 fire damage (save ends)

HP 790; **Bloodied** 395; see also *bloodied breath*

AC 30; **Fortitude** 29, **Reflex** 26, **Will** 27

Immune disease, fire, poison, sleep; **Vulnerable** 10 cold

Saving Throws +5

Speed 12 (earth walk), burrow 4

Action Points 2

⊕ **Bite** (standard; at-will) • **Fire**
Reach 2; +21 vs. AC; 2d8+7 damage, plus 2d6 fire damage.

⊕ **Claw** (standard; at-will) • **Fire**
Reach 2; +21 vs. AC; 2d6+7 damage, plus 1d6 fire damage.

‡ **Burning Grip** (minor; at-will) • **Fire**
Grabbed target only. +19 vs. Fortitude; ongoing 10 fire damage (save ends).

‡ **Double Attack** (standard; at-will) • **Fire**
The wrack dragon makes two claw attacks.

↵ **Breath Weapon** (standard; recharge Ⓜ; Ⓜ; Ⓜ) • **Fire**
Close blast 5; +19 vs. Reflex; 2d8+6 fire damage, and ongoing 10 fire damage (save ends). Miss: Half damage and no ongoing fire damage.

↵ **Frightful Presence** (standard; encounter) • **Fear**
Close burst 8; targets enemies; +19 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Bloodied Breath (free, when first bloodied; encounter) • **Fire**
The dragon's breath weapon recharges, and the dragon uses it immediately.

Tail Strike (immediate reaction, when an enemy moves into position to flank the wrack dragon; at-will) • **Fire**
The firewrack dragon targets one creature flanking it: +20 vs. Reflex; 2d8+7 plus 1d6 fire damage, and the target is pushed 2 squares.

Alignment Evil **Languages** Common, Draconic, Primordial

Skills Insight +15, Intimidate +14, Nature +15

Str 25 (+15) **Dex** 18 (+12) **Wis** 15 (+10)

Con 22 (+14) **Int** 12 (+9) **Cha** 13 (+9)

Firewrack Dragon Tactics

Firewracks typically single out and seek to neutralize the most dangerous opponent as quickly as possible, tending to see enemy artillery as the greatest threat. Firewracks almost always use their *breath weapon* in the first round of combat if opponents are within range.

ENCOUNTER GROUPS

Some firewrack dragons still lead the remnants of the titanspawn forces they once commanded (or the descendents or undead remains of those remnants), though most live an isolated existence. Occasionally they might have reptilian guards or servants who tend to worship the dragons as if they were gods.

Level 18 Encounter (XP 11,800)

- 1 lesser firewrack dragon (level 16 solo controller)
- 2 greater mock dragons (level 15 elite brute)

Level 26 Encounter (XP 49,000)

- 1 25th-level fighter death knight* (level 25 elite soldier)
- 1 greater firewrack dragon (level 25 solo controller)

* See *Death Knight* template in the 4E D&D DUNGEON MASTER'S GUIDE, page 177. Stats for the NPC fighter are found in Appendix Two of this book.



Greater Firewrack Dragon Level 25 Solo Controller

Huge elemental magical beast (dragon, earth, fire) XP 35,000

Initiative +16 **Senses** Perception +21; darkvision

Choking Aura aura 3; enemies that start their turns in the aura must make a DC 23 Endurance check or be dazed until the start of their next turn

Firewrack Furnace (Fire) aura 2; creatures that start their turns in the aura take ongoing 10 fire damage (save ends)

HP 1,175; **Bloodied** 587; see also *bloodied breath*

AC 41; **Fortitude** 40, **Reflex** 36, **Will** 39

Immune disease, fire, poison, sleep; **Vulnerable** 10 cold

Saving Throws +5

Speed 12 (earth walk), burrow 4

Action Points 2

⊕ **Bite** (standard; at-will) • **Fire**
Reach 3; +30 vs. AC; 3d8+10 damage, plus 2d8 fire damage.

⊕ **Claw** (standard; at-will) • **Fire**
Reach 3; +29 vs. Reflex; 2d8+10 damage, plus 2d6 fire damage and the target is grabbed (until escape). *Aftereffect*: The target takes ongoing 5 fire damage (save ends).

↓ **Burning Grip** (minor; at-will) • **Fire**
Grabbed target only. +29 vs. Fortitude; ongoing 15 fire damage (save ends).

↓ **Double Attack** (standard; at-will) • **Fire**
The wrack dragon makes two claw attacks.

↵ **Breath Weapon** (standard; recharge ☞☞☞) • **Fire**
Close blast 5; +29 vs. Reflex; 4d6+8 fire damage, and ongoing 10 fire damage (save ends). Miss: Half damage and no ongoing fire damage.

↵ **Frightful Presence** (standard; encounter) • **Fear**
Close burst 12; targets enemies; +29 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Bloodied Breath (free, when first bloodied; encounter) • **Fire**
The wrack dragon's breath weapon recharges, and the dragon uses it immediately.

Tail Strike (immediate reaction, when an enemy moves into position to flank the wrack dragon; at-will) • **Fire**
The firewrack dragon targets one creature flanking it: +29 vs. Reflex; 3d8+10 plus 2d6 fire damage, and the target is pushed 3 squares.

Alignment Evil **Languages** Common, Draconic, Primordial

Skills Insight +21, Intimidate +20, Nature +21

Str 30 (+22) **Dex** 18 (+16) **Wis** 19 (+16)

Con 27 (+20) **Int** 16 (+15) **Cha** 17 (+15)

ICEWRACK DRAGON



ICEWRACK DRAGON LORE

The following information about icewrack dragons can be obtained with a successful Arcana check.

DC 20: Icewrack dragons are monstrous conglomerations of ice, snow, frozen blood, and the despair brought on by the relentless cold of winter. Some of these creatures are rumored to have survived the Divine War by retreating deep into the Titanshome Mountains. Loremasters in Lokil have linked these dragons to the slow spread of glaciers down from the Stiffened Sea.

Icewrack dragons are cold and cruel, more likely to lure a party into a snow-covered crevasse or icy deadfall than to blast them with their breath weapon. They lair high above the permafrost in glittering caves carved from the ice, or in lairs deep beneath empty snow-bound cities. Along the northern coast of the Bleak Savannah lie several cities buried under the ice, testaments to the cold that lingers where icewracks pass.

DC 30: The icewracks once served the titaness Lethene as siege troops, assaulting cities and disrupting supply lines throughout Albadia and the north. During the Titanswar, icewrack dragons descended upon isolated towns under the cover of night, hid nearby, and simply waited for the townsfolk to flee or die as the temperatures dropped uncontrollably.

Lesser Icewrack Dragon	Level 14 Solo Lurker
Large elemental magical beast (air, dragon, water) XP 5,000	
Initiative +14	Senses Perception +14; darkvision
Bitter Chill (Cold) aura 6; creatures that start their turns in the aura take 1d10 cold damage	
HP 725; Bloodied 362; see also <i>bloodied breath</i>	
AC 30; Fortitude 28, Reflex 27, Will 27	
Immune cold, disease, poison, sleep; Vulnerable 10 fire	
Saving Throws +5	
Speed 12 (ice walk), fly 8 (clumsy), swim 8	
Action Points 2	
⬇ Bite (standard; at-will) • Cold	
Reach 2; +19 vs. AC; 2d6+6 damage plus 2d6 cold damage, and the target is slowed until the end of the icewrack dragon's next turn.	
⬇ Claw (standard; at-will) • Cold	
Reach 2; +19 vs. AC; 2d6+6 damage plus 1d6 cold damage.	
⬇ Double Attack (standard; at-will) • Cold	
The wrack dragon makes two claw attacks.	
⬅ Breath Weapon (standard; recharge Ⓜ; Ⓜ; Ⓜ) • Cold	
Close blast 5; +17 vs. Reflex; 3d6+7 cold damage, and the target is slowed and takes ongoing 10 cold damage (save ends both). Miss: Half damage and no ongoing cold damage.	
⬅ Frightful Presence (standard; encounter) • Fear	
Close burst 7; targets enemies; +17 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).	
Freezing Blood	
The icewrack dragon is immune to ongoing damage that has no type.	
Bloodied Breath (free, when first bloodied; encounter) • Cold	
The wrack dragon's breath weapon recharges, and the dragon uses it immediately.	
Tail Strike (immediate reaction, when an enemy moves into position to flank the wrack dragon; at-will) • Cold	
The icewrack dragon targets one creature flanking it: +18 vs. Reflex; 2d6+6 plus 1d6 cold damage, and the target is pushed 2 squares.	
Alignment Evil	Languages Common, Draconic, Primordial
Skills Arcana +15, Insight +14, Nature +14	
Str 23 (+13)	Dex 16 (+10) Wis 14 (+9)
Con 25 (+14)	Int 16 (+10) Cha 17 (+10)

Icewrack Dragon Tactics

Icewrack dragons tend to wait for their enemies to come to them, choosing locations where they have all the advantages. They ensure that any who would confront them have already been weakened by low temperatures and deadly traps. Once their foes have been thoroughly demoralized, any who have not yet succumbed to the intense cold are attacked by the dragon's *breath weapon* and then swiftly slaughtered. Because of their power, icewrack dragons tend to be extremely self-confident, but if the tide of battle goes against them, they try to escape to somewhere cold and distant where they can nurse their rage and plot their revenge.

Greater Icewrack Dragon **Level 23 Solo Lurker****Huge elemental magical beast (air, dragon, water)** **XP 25,500****Initiative** +19 **Senses** Perception +19; darkvision**Bitter Chill (Cold)** aura 8; creatures that start their turns in the aura take 2d6 cold damage**HP** 1,100; **Bloodied** 550; see also *bloodied breath***AC** 39; **Fortitude** 37, **Reflex** 35, **Will** 35**Immune** cold, disease, poison, sleep; **Vulnerable** 10 fire**Saving Throws** +5**Speed** 12 (ice walk), fly 8 (clumsy), swim 8**Action Points** 2⬇ **Bite** (standard; at-will) • **Cold**

Reach 3; +28 vs. AC; 2d8+7 damage plus 3d6 cold damage, and the target is slowed until the end of the icewrack dragon's next turn.

⬇ **Claw** (standard; at-will) • **Cold**

Reach 3; +28 vs. AC; 2d8+7 damage, plus 2d6 cold damage.

⬇ **Double Attack** (standard; at-will) • **Cold**

The wrack dragon makes two claw attacks.

⬅ **Breath Weapon** (standard; recharge ⌘:⌘) • **Cold**

Close blast 5; +26 vs. Reflex; 4d8+9 cold damage, and the target is slowed and takes ongoing 10 cold damage (save ends both). Miss: Half damage and no ongoing cold damage.

⬅ **Frightful Presence** (standard; encounter) • **Fear**Close burst 11; targets enemies; +26 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).**Freezing Blood**

The icewrack dragon is immune to ongoing damage that has no type.

Bloodied Breath (free, when first bloodied; encounter) • **Cold**

The wrack dragon's breath weapon recharges, and the dragon uses it immediately.

Tail Strike (immediate reaction, when an enemy moves into position to flank the wrack dragon; at-will) • **Cold**

The icewrack dragon targets one creature flanking it: +27 vs. Reflex; 2d10+7 plus 2d6 cold damage, and the target is pushed 3 squares.

Alignment Evil **Languages** Common, Draconic, Primordial**Skills** Arcana +21, Insight +20, Nature +20**Str** 25 (+18) **Dex** 18 (+15) **Wis** 18 (+15)**Con** 28 (+20) **Int** 20 (+16) **Cha** 19 (+15)**ENCOUNTER GROUPS**

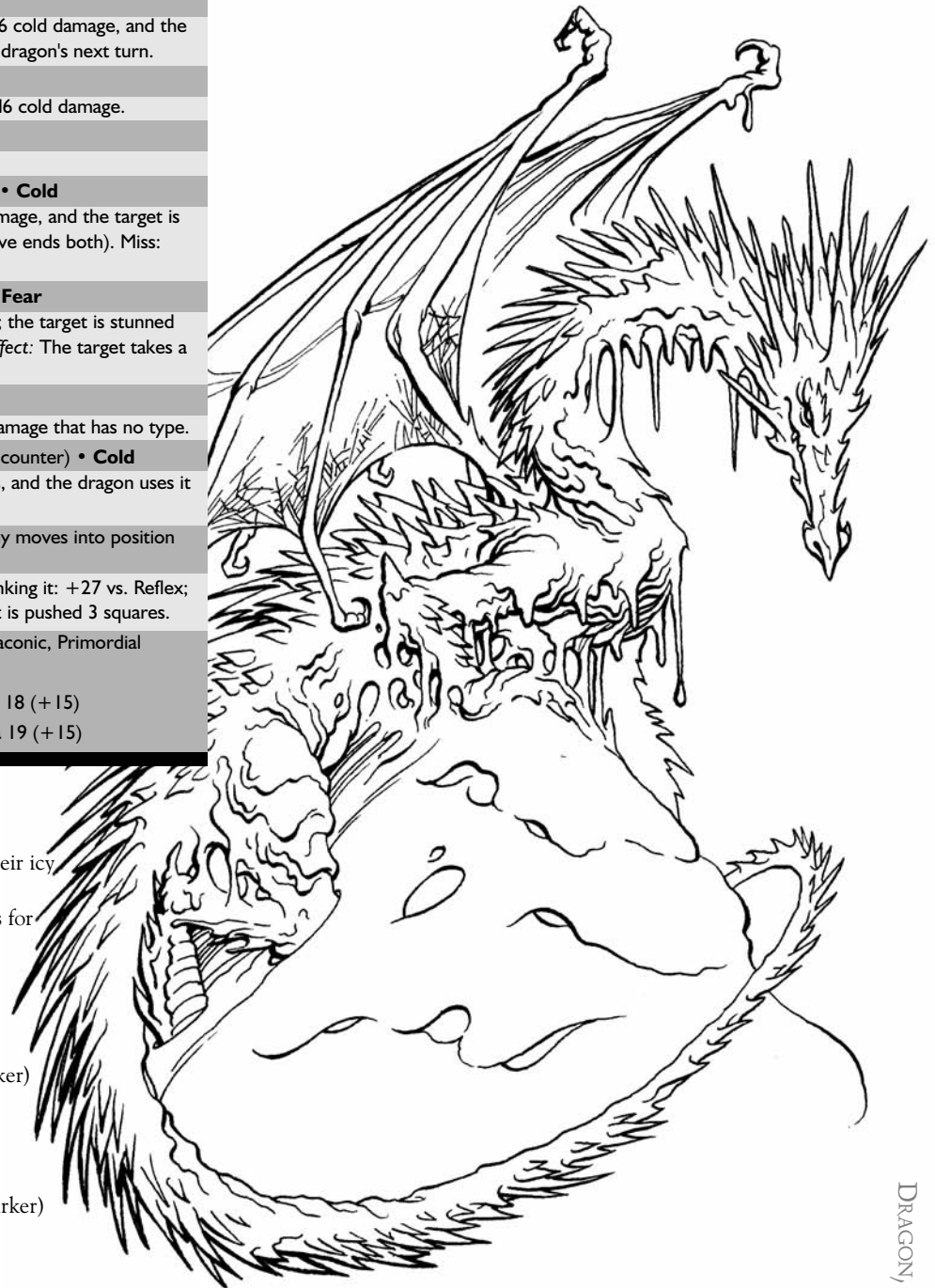
Icewrack dragons generally dwell alone in their icy lairs, but occasionally ally themselves with titanspawn or powerful extraplanar creatures for short periods.

Level 14 Encounter (XP 6,000)

- 1 celestian (level 14 skirmisher)
- 1 lesser icewrack dragon (level 14 solo lurker)

Level 25 Encounter (XP 33,900)

- 3 ice devils (level 20 soldier)
- 1 greater icewrack dragon (level 23 solo lurker)



SEAWRACK DRAGON



SEAWRACK DRAGON LORE

The following information about seawrack dragons can be obtained with a successful Arcana check.

DC 20: Seawrack dragons are, despite the name, not sea creatures. Most prefer dank lakes, bayous, and other inland waters rich with life. Large barren areas surround many seawrack lairs, dead zones where the plants are stunted and the water is made undrinkable by the dragon's venom.

Seawrack dragons were formed from water-wrack, the debris of the ever-churning ocean filtered and strained and imbued with a primal hate. Poisonous beasts, these creatures served as the lieutenants and scouts of the titans. In terms of percentages, few of these dragons survived — most died fighting the armies of the gods. However, they vastly outnumbered their cousins and remain the most common sort of wrack dragon today.

DC 25: These creatures were the officers of large units of regular troops, and most have an instinctually direct approach to matters. Seawrack dragons are relatively uncomplicated creatures, most having expended the troops under their command in short-term campaigning long ago; those that survive do so because they are in isolated or unsettled areas.

Lesser Seawrack Dragon		Level 10 Solo Brute
Large elemental magical beast (aquatic, dragon, water) XP 2,500		
Initiative +9	Senses Perception +11; darkvision	
Stinging Miasma (Acid) aura 1; creatures that start their turns in the aura take 1d6 acid damage		
HP 535; Bloodied 267; see also <i>bloodied breath</i> and <i>bloody savagery</i>		
AC 25; Fortitude 25, Reflex 23, Will 21		
Immune acid, disease, poison, sleep; Resist 10 cold		
Saving Throws +5		
Speed 12 (swamp walk), swim 12		
Action Points 2		
⊕ Bite (standard; at-will) • Poison	Reach 2; +13 vs. AC; 2d6+6 damage, plus 1d6 poison damage.	
⊕ Claw (standard; at-will)	Reach 2; +13 vs. AC; 1d10+6 damage.	
⊕ Tidal Fury (standard; at-will) • Poison	The seawrack dragon makes two claw attacks. If the dragon hits a single target with both claws, it also makes a bite attack against that target.	
⊕ Breath Weapon (standard; recharge Ⓜ; Ⓜ; Ⓜ) • Poison	Close blast 4; +11 vs. Reflex; 2d10+4 poison damage, and the target takes ongoing 5 poison damage and is weakened (save ends both). Miss: Half damage, and no ongoing poison damage or weakness.	
⊕ Frightful Presence (standard; encounter) • Fear	Close burst 5; targets enemies; +11 vs. Will; the target moves its speed + 2 squares away from the seawrack dragon. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).	
Bloody Savagery		
When the seawrack dragon is bloodied, it gains a +2 bonus to attack rolls.		
Deadly Charge		
When the seawrack dragon charges, it may make a <i>tidal fury</i> attack.		
Bloodied Breath (free, when first bloodied; encounter) • Poison		
The wrack dragon's breath weapon recharges, and the dragon uses it immediately.		
Alignment Evil	Languages Common, Draconic, Primordial	
Skills Athletics +16, Nature +11		
Str 22 (+11)	Dex 18 (+9)	Wis 13 (+6)
Con 19 (+9)	Int 11 (+5)	Cha 9 (+4)

Seawrack Dragon Tactics

Seawrack dragons keep their tactics simple — attack from ambush (usually from hiding under water), weaken as many foes as possible with a *breath weapon* attack, and then pick the remaining ones off, starting with the most dangerous.

This doesn't make them stupid, but merely unsubtle. A seawrack dragon can easily pick out a figure using magic or an officer, and can devise plans that exploit enemies' weaknesses. Most simply don't apply themselves to long-term planning for conquest or growth; they are content to survive and destroy what they can.

ENCOUNTER GROUPS

Seawrack dragons are the most social of all wrack dragons; many still retain their small-unit command structures from the Titanswar and are thus found in small groups, most often with titanspawn or similarly dangerous creatures as allies.

Level 11 Encounter (XP 3,550)

- 3 scythe harpies (level 5 skirmisher)
- 1 brine hag (level 7 controller)
- 1 lesser seawrack dragon (level 10 solo brute)

Level 20 Encounter (XP 14,000)

- 1 mist haunter (level 18 soldier)
- 1 greater seawrack dragon (level 19 solo brute)



Greater Seawrack Dragon	Level 19 Solo Brute
Huge elemental magical beast (aquatic, dragon, water) XP 12,000	
Initiative +13	Senses Perception +16; darkvision
Stinging Miasma (Acid) aura 2; creatures that start their turns in the aura take 1d8 acid damage	
HP 930; Bloodied 465; see also <i>bloodied breath</i> and <i>bloody savagery</i>	
AC 33; Fortitude 34, Reflex 32, Will 30	
Immune acid, disease, poison, sleep; Resist 20 cold	
Saving Throws +5	
Speed 12 (swamp walk), swim 12	
Action Points 2	
⊕ Bite (standard; at-will) • Poison Reach 3; +22 vs. AC; 3d6+7 damage, plus 2d6 poison damage.	
⊕ Claw (standard; at-will) Reach 3; +22 vs. AC; 2d6+7 damage.	
⊕ Tidal Fury (standard; at-will) • Poison The seawrack dragon makes two claw attacks. If the dragon hits a single target with both claws, it also makes a bite attack against that target.	
⊕ Breath Weapon (standard; recharge Ⓜ) • Poison Close blast 5; +20 vs. Reflex; 4d8+8 poison damage, and the target takes ongoing 10 poison damage and is weakened (save ends both). Miss: Half damage, and no ongoing poison damage or weakness.	
⊕ Frightful Presence (standard; encounter) • Fear Close burst 9; targets enemies; +20 vs. Will; the target moves its speed + 2 squares away from the seawrack dragon. <i>Aftereffect</i> : The target takes a -2 penalty to attack rolls (save ends).	
Bloody Savagery When the seawrack dragon is bloodied, it gains a +2 bonus to attack rolls.	
Deadly Charge When the seawrack dragon charges, it may make a <i>tidal fury</i> attack.	
Bloodied Breath (free, when first bloodied; encounter) • Poison The wrack dragon's breath weapon recharges, and the dragon uses it immediately.	
Alignment Evil	Languages Common, Draconic, Primordial
Skills Athletics +21, Nature +16	
Str 24 (+16)	Dex 18 (+13) Wis 15 (+11)
Con 26 (+17)	Int 12 (+10) Cha 15 (+11)

WOODWRACK DRAGON



WOODWRACK DRAGON LORE

The following information about woodwrack dragons can be obtained with a successful Arcana check.

DC 20: Lightning fast and deadly, impossibly stealthy for creatures so huge, the woodwrack dragons were often used as the elite assassins of the titan armies. They also sometimes acted as commanders of detached or guerrilla troops, and as roaming advisors for their more militant firewrack cousins.

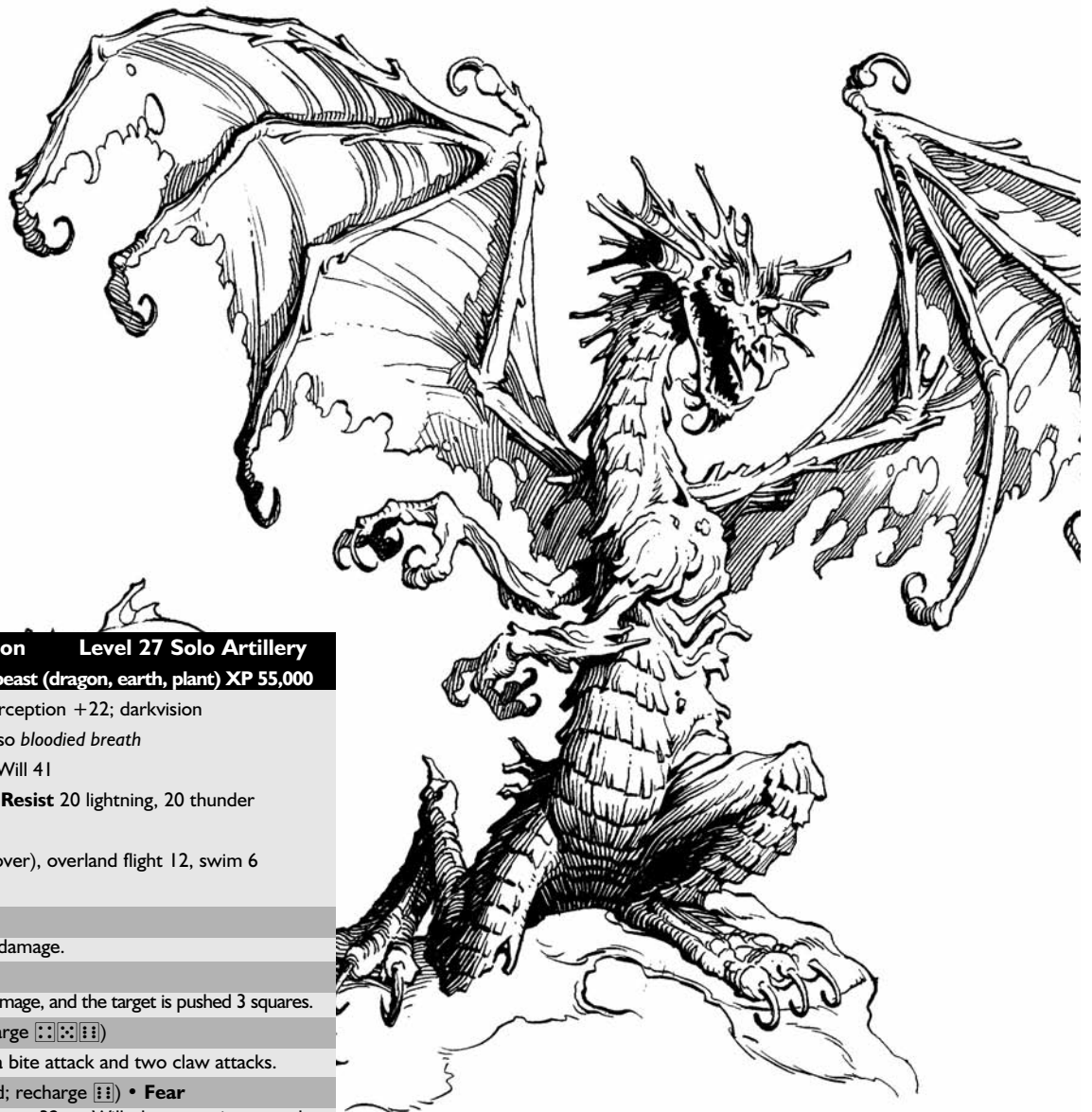
DC 25: Woodwrack dragons prefer to live in forests and wetlands, particularly dark or tropical ones where they are closest to the forces from which they were birthed. Woodwrack dragons have a natural affinity for animals of all sorts and often use this to their advantage; when strangers walk within the bounds of their woods, they generally know it, and those hunting for the dragon's lair are likely to be ambushed long before they near their goal.

DC 30: While woodwracks were never terribly common, a greater percentage have survived the years since the war than have all other forms of wrack dragons save the seawracks. Relatively flexible in thought and circumspect in behavior, many woodwrack dragons lurk quietly in forgotten places, pursuing whatever long-term plans they have developed in the years since the titans' final defeat.

Lesser Woodwrack Dragon		Level 18 Solo Artillery
Huge elemental magical beast (dragon, earth, plant) XP 10,000		
Initiative +12	Senses Perception +17; darkvision	
HP 860; Bloodied 430; see also <i>bloodied breath</i>		
AC 33; Fortitude 33, Reflex 31, Will 32		
Immune disease, poison, sleep; Resist 10 lightning, 10 thunder		
Saving Throws +5		
Speed 12 (forest walk), fly 8 (hover), overland flight 12, swim 6		
Action Points 2		
⊕ Bite (standard; at-will)		
Reach 3; +24 vs. AC; 2d8+4 damage.		
⊕ Claw (standard; at-will)		
Reach 3; +24 vs. AC; 1d10+4 damage, and the target is pushed 1 square.		
⊕ Storm's Fury (standard; at-will) • Thunder		
The woodwrack dragon makes two claw attacks. If both claws hit the same target, the target takes an extra 10 thunder damage and is pushed 4 squares.		
⚡ Frightful Presence (standard; recharge [1]) • Fear		
Close burst 9; targets enemies; +23 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
⚡ Breath Weapon (standard; recharge [2][1]) • Fire, Lightning, Thunder		
Area burst 2 within 20 squares; +23 vs. Reflex; 2d6+5 lightning damage and 1d6+5 thunder damage, and the target is knocked prone and takes ongoing 5 fire damage (save ends). Miss: Half damage, not knocked prone, and no ongoing fire damage.		
⚡ Earth Burst (standard; recharge [2][2][1]) • Thunder		
Area burst 1 within 20 squares; +23 vs. Reflex; 2d6+4 thunder damage, and the target is pushed 2 squares and stunned until the end of the dragon's next turn. Miss: Half damage and the target is pushed 1 square, but is not stunned.		
Bloodied Breath (free, when first bloodied; encounter) • Fire, Lightning, Thunder		
The wrack dragon's breath weapon recharges, and the dragon uses it immediately.		
Alignment Evil	Languages Common, Draconic, Primordial	
Skills Arcana +17, History +17, Nature +17, Stealth +17		
Str 18 (+13)	Dex 16 (+12)	Wis 16 (+12)
Con 20 (+14)	Int 17 (+12)	Cha 18 (+13)

Woodwrack Dragon Tactics

A woodwrack dragon is intelligent enough to use its mobility and flight to best advantage; it will remain at a distance, launching *breath weapon* and *earth burst* attacks at every opportunity. If pressed, the dragon will engage in melee combat, but it is well aware that its long-range attacks are its most effective.



Greater Woodwreck Dragon Level 27 Solo Artillery

Gargantuan elemental magical beast (dragon, earth, plant) XP 55,000

Initiative +17 **Senses** Perception +22; darkvision

HP 1,250; **Bloodied** 625; see also *bloodied breath*

AC 41; **Fortitude** 44, **Reflex** 39, **Will** 41

Immune disease, poison, sleep; **Resist** 20 lightning, 20 thunder

Saving Throws +5

Speed 12 (forest walk), fly 8 (hover), overland flight 12, swim 6

Action Points 2

⬇ **Bite** (standard; at-will)

Reach 4; +33 vs. AC; 3d6+7 damage.

⬇ **Claw** (standard; at-will)

Reach 4; +33 vs. AC; 2d6+7 damage, and the target is pushed 3 squares.

⬇ **Storm's Fury** (standard; recharge ☼☼☼☼)

The woodwreck dragon makes a bite attack and two claw attacks.

⬅ **Frightful Presence** (standard; recharge ☼☼) • **Fear**

Close burst 13; targets enemies; +32 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

✱ **Breath Weapon** (standard; recharge ☼☼☼☼) • **Fire, Lightning, Thunder**

Area burst 3 within 20 squares; +32 vs. Reflex; 3d6+8 lightning damage and 2d6+8 thunder damage, and the target is pushed 1 square, knocked prone, and takes ongoing 5 fire damage (save ends). *Miss:* Half damage, not pushed or knocked prone, and no ongoing fire damage.

✱ **Earth Burst** (standard; recharge ☼☼☼☼) • **Thunder**

Area burst 2 within 20 squares; +32 vs. Reflex; 3d6+6 thunder damage, and the target is pushed 3 squares, knocked prone, and stunned (save ends). *Miss:* Half damage and the target is pushed 1 square, but is not stunned or knocked prone.

Bloodied Breath (free, when first bloodied; encounter) • **Fire, Lightning, Thunder**

The wrack dragon's breath weapon recharges, and the dragon uses it immediately.

Alignment Evil **Languages** Common, Draconic, Primordial

Skills Arcana +23, History +23, Nature +22, Stealth +22

Str 25 (+20) **Dex** 18 (+17) **Wis** 18 (+17)

Con 26 (+21) **Int** 20 (+18) **Cha** 23 (+19)

ENCOUNTER GROUPS

Woodwreck dragons will ally themselves with many types of creatures, but prefer large beasts and magical beasts as company.

Level 21 Encounter (XP 16,400)

- 2 bloodmist nagas (level 17 elite lurker)
- 1 lesser woodwreck dragon (level 18 solo artillery)

Level 28 Encounter (XP 73,000)

- 1 storm phoenix (level 26 elite skirmisher)
- 1 greater woodwreck dragon (level 27 solo artillery)

DRYADS ARE SUPERNATURALLY BEAUTIFUL FAERIE CREATURES, akin to the nymph. They have delicate features, dark skin, and hair of red, gold, or light brown. They appear dressed in very little clothing, and what they do wear is always made of leaves and other natural materials.

Dananshee Dryad	Level 4 Controller (Leader)
Medium fey humanoid (plant)	XP 175
Initiative +3 Senses Perception +10; low-light vision	
Pack Awareness aura 10; allies in the aura gain a +1 bonus to attack rolls while flanking	
HP 50; Bloodied 25	
AC 18; Fortitude 14, Reflex 16, Will 17	
Speed 8 (forest walk)	
⊕ Dagger (standard; at-will) • Weapon +9 vs. AC; 1d4+1 damage.	
⚡ Dominating Gaze (standard; at-will) • Charm, Gaze Ranged 5; +8 vs. Will; the target is dominated until the start of the dananshee's next turn	
⚡ Alluring Song (standard; recharge ☞☞☞) • Charm Close burst 4; targets enemies; +6 vs. Will; 1d4+4 psychic damage and the target slides 4 squares.	
Tree Stride (move; at-will) • Teleportation A dananshee dryad can teleport 8 squares if it begins and ends adjacent to a tree, a treant, or a plant of Large size or bigger.	
Alignment Evil	Languages Elven
Skills Bluff +11, Insight +9, Nature +10, Stealth +8	
Str 10 (+2)	Dex 13 (+3) Wis 17 (+5)
Con 10 (+2)	Int 16 (+5) Cha 18 (+6)
Equipment dagger	

Dananshee Dryad Tactics

Dananshee avoid melee combat if at all possible, preferring instead to lure an unwary traveler to his demise via *dominating gaze* and *alluring song*. One will not attack a group of individuals on most occasions. If the dananshee is not hungry, she might spare a lone male victim with a high Charisma score and keep him about for several days using her feminine wiles.

DANANSHEE DRYAD LORE

The following information about dananshee can be obtained with a successful Arcana check.

DC 15: Unlike her relatively benign cousins, the common dryads, the dananshee is evil, and she seeks to lure adventurers (particularly male adventurers) to their deaths. Many tales speak of lone travelers enchanted by the sight of a beautiful creature and enraptured by her lovely song, only to be lured into a secluded grove or cavern, then slain and devoured. Other tales suggest that dananshee partake of physical pleasures with their victims before killing them, leading some scholars to speculate that this is how the species reproduces.

DC 20: Although they are creatures of nature, dananshee embody the savage, merciless side of the natural world, and they are particularly hateful toward races that they consider foes of nature — i.e., dwarves, humans, and goblinoids. Elves and other sylvan races are usually left unmolested unless the dananshee is particularly hungry.



ENCOUNTER GROUPS

Physically unthreatening, dananshee are often accompanied by woodland creatures, who slay the dananshee's victims, then share in the subsequent feast. These creatures are invariably twisted by contact with the dananshee.

Level 4 Encounter (XP 875)

- 2 Albadian wolves (level 4 skirmisher)
- 2 scythe falcons (level 4 skirmisher)
- 1 dananshee (level 4 controller)

Level 6 Encounter (XP 1,350)

- 2 dananshee (level 4 controller)
- 1 dwarf hound (level 5 brute)
- 1 goblin bear (level 9 elite controller)

Hamadryad		Level 8 Lurker
Medium fey humanoid (plant)		XP 350
Initiative +13 Senses Perception +11; low-light vision		
HP 70; Bloodied 35		
AC 22; Fortitude 21, Reflex 19, Will 20		
Speed 8 (forest walk), climb 8		
⊕ Slam (standard; at-will) +13 vs. AC; 1d8+4 damage.		
Blend In In forest terrain, the hamadryad is invisible to any creature more than 6 squares away.		
Combat Advantage The hamadryad deals an extra 2d6 damage to any target it has combat advantage against.		
Tree Stride (move; at-will) • Teleportation A hamadryad can teleport 8 squares if it begins and ends adjacent to a tree, a treant, or a plant of Large size or bigger. If the hamadryad also ends this move adjacent to an enemy, it gains combat advantage against that enemy until the end of the hamadryad's turn.		
Alignment Unaligned	Languages Elven	
Skills Bluff +12, Insight +11, Nature +11, Stealth +14		
Str 19 (+8)	Dex 14 (+6)	Wis 15 (+6)
Con 16 (+7)	Int 13 (+5)	Cha 16 (+7)

Hamadryad Tactics

Hamadryads do not relish combat, but they fight to defend their woods if they judge intruders to be too great a threat. Many have learned to draw away male aggressors by pretending to be ordinary girls, then murdering the interlopers once they are apart from their group. They use their *tree stride* and *camouflage* to attack those on the fringe of the party, lashing out with quick, yet alarmingly deadly blows and then disappearing back into the forest until another opportunity presents itself.

HAMADRYAD LORE

The following information about hamadryads can be obtained with a successful Arcana check.

DC 15: The hamadryads of the Scarred Lands are deceptively dangerous guardians of the deep forest. Hamadryads are not always hostile to those who enter their forests, but they mark anyone carrying axes or fire as potential enemies. Each hamadryad forest is home to a secret glade where the wood nymphs gather.

DC 20: The most obvious thing that sets a hamadryad apart from a human girl is her hair. Hamadryads do not actually have hair, per se, but rather a mass of long, slim, flexible branches like those of a willow. Their toes are long and are able to lengthen into roots when the hamadryad is hungry or thirsty. Touching a hamadryad is the surest way to determine her true nature. Although a hamadryad seems to have normal skin, it is actually a thin bark-like covering. It's impossible to confuse hamadryad "skin" with living flesh and blood once one has touched it.

DC 25: Hamadryads keep their communal treasure — anything pretty enough to catch their collective eye — in these glades. If a hamadryad forest is endangered, the nymphs are not above using their treasure to bribe others into helping them defend their lands.



ENCOUNTER GROUPS

Hamadryads often have woodland animals about as guardians, and sometimes ally with other fey creatures. They have been known to rely on certain deadly plants to guard their glades, as well.

Level 7 Encounter (XP 1,550)

- 2 serpent root (level 6 lurker)
- 3 hamadryads (level 8 lurker)

Level 10 Encounter (XP 2,500)

- 2 hamadryads (level 8 lurker)
- 3 peranakyit swarms (level 11 skirmisher)

DUNE DELVER

DESERT NOMADS SHARE HORRIFIC TALES AROUND THE CAMPFIRE of the strange and terrifying dune delver. This rarely seen creature escapes the blistering desert heat by burrowing deep under the sand and sending thick, tentacle-like feeding tubes to the surface to lie in wait for passing prey.

DUNE DELVER LORE

The following information about dune delvers can be obtained with a successful Dungeoneering check.

DC 20: The dune delver's unique physiology helps it move through the loose desert sand and anchors it when hunting for food. When disturbed, the delver extends four tubes, each tipped with a large, bulbous mouth filled with curved teeth, which it uses to grab and swallow prey.

DC 25: A dune delver is voracious and not very intelligent, attacking anything that creates sufficient vibrations in the sand to catch its attention. Anything larger than a small lizard causes one or more of the mouths to explode upward from just beneath the surface to grab the victim and swallow it. Anything pulled into a delver's mouth is swallowed automatically, whether sand, people or burning torches.

ENCOUNTER GROUPS

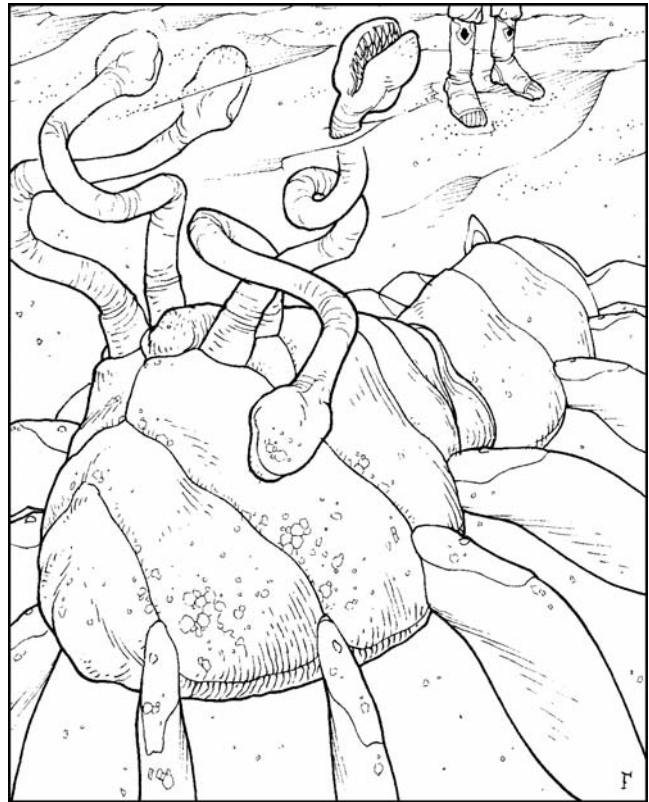
Dune delvers are solitary creatures, although other intelligent desert species who know how to avoid the delver's reach (i.e., by staying on rocks rather than standing on the sand) will sometimes corral a delver into a rocky area it cannot escape and thus use the creature for their own purposes.

Level 9 Encounter (XP 2,000)

- 2 grimlock ambushers (level 11 skirmisher)
- 1 dune delver (level 13 lurker)

Level 17 Encounter (XP 8,800)

- 2 sandmasker warriors (level 16 soldier)
- 1 maw delver (level 20 controller)
- 1 sand witch (level 21 controller)



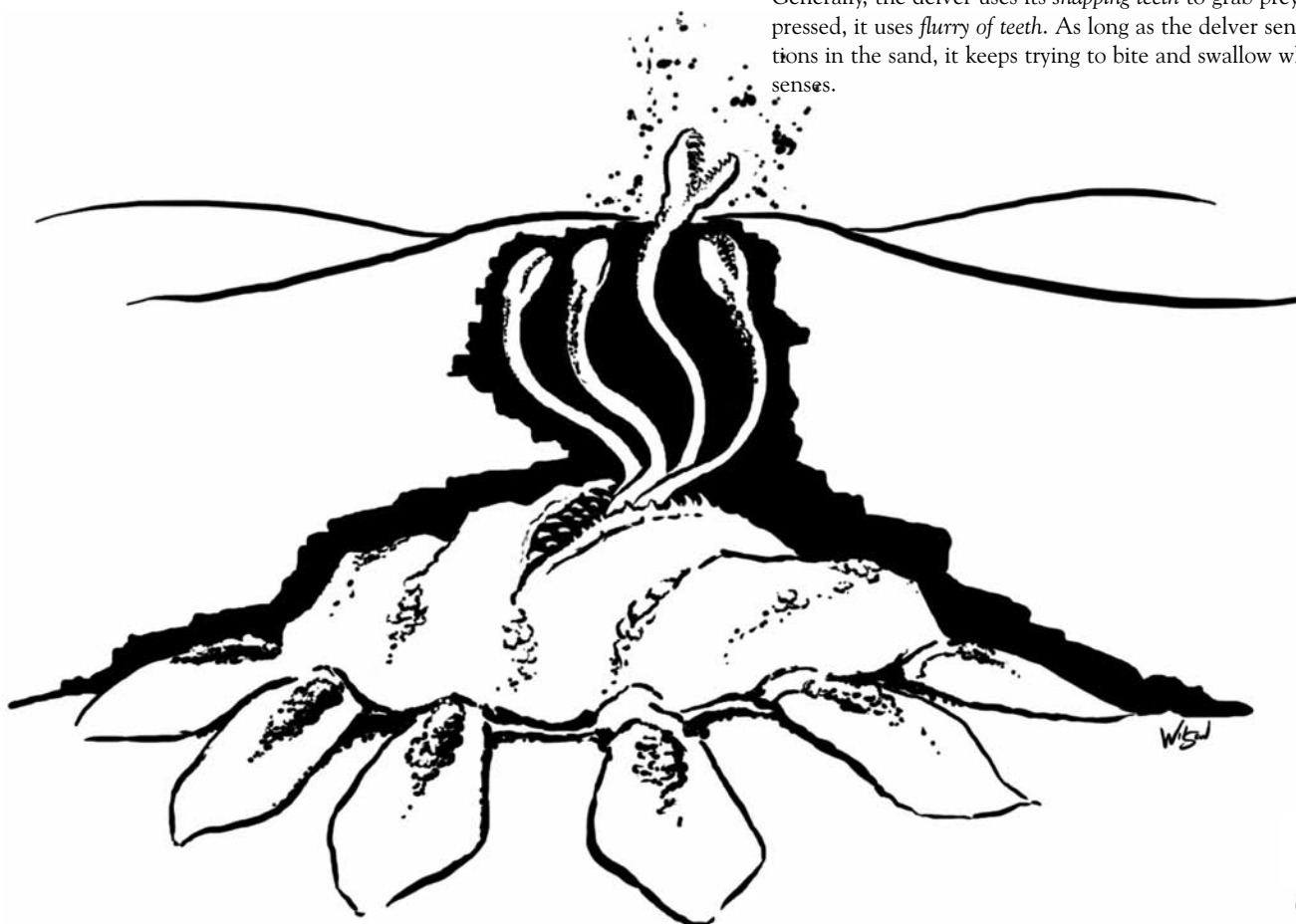
Dune Delver		Level 13 Lurker
Huge aberrant beast (blind)		XP 800
Initiative +10	Senses Perception +6; tremorsense 15	
HP 101; Bloodied 50; see also <i>flee from peril</i>		
AC 27; Fortitude 28, Reflex 23, Will 23		
Speed burrow 6 (loose earth only); see also <i>flee from peril</i>		
⊕ Bite (standard; at-will)		
Reach 4; +18 vs. AC; 1d10+7 damage, and the target is grabbed (until escape).		
⊕ Snapping Teeth (standard; at-will)		
The dune delver makes two bite attacks. If both attacks are against the same target, the delver has combat advantage against that target until the end of the delver's next turn.		
⊕ Swallow Whole (standard; at-will)		
The dune delver attempts to swallow a bloodied Medium or smaller creature it is grabbing; +16 vs. Fortitude; on a hit, the target is swallowed and restrained (no save) and takes 10 damage on subsequent rounds at the start of the delver's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the dune delver dies, any creature trapped in the gullet can escape as a move action, ending that action in a square formerly occupied by the dune delver.		
⊕ Flurry of Teeth (standard; recharge ☼☼☼)		
The dune delver makes two snapping teeth attacks (four bite attacks total).		
Combat Advantage		
The dune delver deals an extra 2d6 damage to any target it has combat advantage against.		
Flee from Peril (free, when first bloodied; encounter)		
The dune delver moves 6 squares. Before it moves, the delver releases any grabbed enemies and regurgitates any swallowed creatures.		
Alignment Unaligned		Languages –
Str 25 (+13)	Dex 11 (+6)	Wis 10 (+6)
Con 17 (+9)	Int 2 (+1)	Cha 5 (+3)

Dune Delver Hulk		Level 17 Brute	
Huge aberrant beast (blind)		XP 1,600	
Initiative +9	Senses Perception +9; tremorsense 15		
HP 198; Bloodied 99			
AC 29; Fortitude 30, Reflex 27, Will 26			
Speed burrow 6 (loose earth only)			
⬇ Bite (standard; at-will)			
Reach 4; +20 vs. AC; 2d8+8 damage, and the target is grabbed (until escape).			
⬇ Snapping Teeth (standard; at-will)			
The dune delver hulk makes two bite attacks. If both attacks are against the same target, the hulk has combat advantage against that target until the end of the delver's next turn.			
⬇ Swallow Whole (standard; at-will)			
The dune delver hulk attempts to swallow a bloodied Medium or smaller creature it is grabbing; +18 vs. Fortitude; on a hit, the target is swallowed and restrained (no save) and takes 15 damage on subsequent rounds at the start of the hulk's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the hulk dies, any creature trapped in its gullet can escape as a move action, ending that action in a square formerly occupied by the hulk.			
⬇ Flurry of Teeth (standard; recharge ☹)			
The dune delver hulk makes two snapping teeth attacks (four bite attacks total).			
Combat Advantage			
The dune delver hulk deals an extra 1d6 damage to any target it has combat advantage against.			
Alignment Unaligned		Languages –	
Str 28 (+16)	Dex 12 (+9)	Wis 12 (+9)	
Con 18 (+12)	Int 2 (+4)	Cha 6 (+6)	

Maw Delver		Level 20 Controller	
Gargantuan aberrant beast (blind)		XP 2,800	
Initiative +11	Senses Perception +12; tremorsense 20		
HP 190; Bloodied 95; see also <i>flee from peril</i>			
AC 35; Fortitude 37, Reflex 29, Will 30			
Speed burrow 8 (loose earth only); see also <i>flee from peril</i>			
⬆ Bite (standard; at-will)			
Reach 5; +25 vs. AC; 2d6+10 damage, and the target is grabbed (until escape).			
⬇ Snapping Teeth (standard; at-will)			
The maw delver makes two bite attacks. If both attacks are against the same target, the delver has combat advantage against that target until the end of the delver's next turn.			
⬇ Swallow Whole (standard; at-will)			
The maw delver attempts to swallow a bloodied Large or smaller creature it is grabbing; +24 vs. Fortitude; on a hit, the target is swallowed and restrained (no save) and takes 15 damage on subsequent rounds at the start of the delver's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the maw delver dies, any creature trapped in the gullet can escape as a move action, ending that action in a square formerly occupied by the delver.			
⬇ Flurry of Teeth (standard; recharge ☹☹)			
The maw delver makes two snapping teeth attacks (four bite attacks total).			
⬅ Sand Blast (standard; recharge ☹☹☹)			
Close burst 3; +24 vs. Reflex; 2d6+6 damage, and the target is pushed 2 squares and blinded (save ends).			
Flee from Peril (free, when first bloodied; encounter)			
The maw delver moves 8 squares. Before it moves, the delver releases any grabbed enemies and regurgitates any swallowed creatures.			
Alignment Unaligned		Languages –	
Str 30 (+20)	Dex 13 (+11)	Wis 14 (+12)	
Con 22 (+16)	Int 2 (+6)	Cha 11 (+10)	

Dune Delver Tactics

The dune delver's senses are acute, but its mind is not so keen. Generally, the delver uses its *snapping teeth* to grab prey; if sorely pressed, it uses *flurry of teeth*. As long as the delver senses vibrations in the sand, it keeps trying to bite and swallow whatever it senses.



FELL BIRD

FELL BIRDS COME IN MANY SIZES AND VARIETIES, but generally comprise a range of beasts somewhat larger than a vulture, yet very much smaller than the great rocs. As a whole, fell birds are known for their surprising, sometimes sinister intelligence.

Sentry Crow		Level 1 Minion
Tiny natural magical beast		XP 25
HP 1; a missed attack never damages a minion		
AC 12; Fortitude 10, Reflex 13, Will 11		
Speed 2 (clumsy), fly 8		
⊕ Bite (standard; at-will) +4 vs. AC; 3 damage.		
Alignment Unaligned	Languages Common, Dwarven	
Str 5 (-3)	Dex 18 (+4)	Wis 14 (+2)
Con 10 (+0)	Int 7 (-2)	Cha 5 (-3)

Sentry Crow Tactics

Sentry crows avoid direct combat whenever possible, but are known to peck at lone intruders on dwarven lands and at those who attack the birds' masters. They are beloved mostly for their remarkable intelligence and their ability to converse insightfully with their masters.



SENTRY CROW LORE

The following information about sentry crows can be obtained with a successful Nature check.

DC 15: "Murder of Crows," a song well-known by minstrels and bards, is given little thought by most people of the Scarred Lands, played primarily for the entertainment of courtiers and fairgoers. To dwarves, however, the song is a death dirge. It tells of the fall of Iron Tooth Pass to the armies and trickery of the human land Calastia, led by its boy-king Virduk. Among the heroes immortalized in the song are the crows raised and trained by the pass' defenders, which acted as sentries for their masters. Indeed, the crows detected Virduk's army before it fell upon the pass, giving the dwarves time to take to their caverns and so, for a time, to keep the attackers at bay.

Only the sentry crows escaped the stronghold when it finally fell, having been commanded to take wing and spread the tale of Calastia's treachery. The story told by these birds to other dwarven kings near and far was captured in song as a warning against future assault.

To this day, sentry crows are the intelligent, dutiful, and beloved pets of dwarven people everywhere. Indeed, they are the revered spies, scouts, and companions of kings, lords, and priests, and sometimes the familiars of dwarven wizards.

Lightning Hawk		Level 2 Artillery
Small natural magical beast		XP 125
Initiative +4	Senses Perception +7	
HP 29; Bloodied 14		
AC 15; Fortitude 13, Reflex 15, Will 14		
Resist 10 lightning		
Speed 2 (clumsy), fly 10		
⊕ Claws (standard; at-will) +9 vs. AC; 1d6+3 damage.		
⤵ Electrical Bolt (standard; recharge ⓂⓂⓂⓂⓂⓂ) • Lightning Ranged 10; +7 vs. Reflex; 2d6+1 damage, and the target is dazed until the end of the lightning hawk's next turn. Miss: Half damage and the target is not stunned.		
Alignment Unaligned	Languages –	
Str 8 (+0)	Dex 17 (+4)	Wis 12 (+2)
Con 11 (+1)	Int 4 (-2)	Cha 7 (-1)

Lightning Hawk Tactics

Lightning hawks attack their prey by striking it with an *electrical bolt*, then diving on it and finishing it off with their talons. Once the prey has been slain, a hawk will then land and begin feeding, but will not hesitate to fire other bolts at any large animal or person who approaches within about 30 feet of its kill.

If the nest is threatened, the female hawk will attack the largest opponent first, hoping to knock it out immediately and thus scare off any smaller attackers. It will defend its young to the death, no matter the odds.

LIGHTNING HAWK LORE

The following information about lightning hawks can be obtained with a successful Nature check.

DC 15: Lightning hawks hunt alone over the vast Albadian plains and seek out large birds, hares, or even young deer to feed it and its young. Though no bigger than many species of hawk or falcon, the lightning hawk stuns or kills its prey with a single bolt of lightning before diving. The bird then finishes off the victim with a few swift blows and eats its fill.

Carion eaters such as wild dogs are well advised to keep their distance by the crackling air of ozone around a feeding lightning hawk. The bird will fiercely defend its prize if pressed. Lightning hawks raise their young cooperatively — the female normally guards the nest while the male hunts for food.

DC 20: Among the barbarian tribes of Albadia, it is considered a mark of high honor among young warriors to be presented with the black feathers of a lightning hawk. The feathers represent courage and ferocity in the face of seemingly overwhelming opponents. The steppes folk prize the lightning hawk for its powers, believing the bird to be a servant of Denev, the Earth Mother.



Dread Raven **Level 3 Lurker**
Small fey magical beast **XP 150**

Initiative +8 Senses Perception +3; darkvision		
HP 36; Bloodied 18		
AC 15; Fortitude 13, Reflex 16, Will 15		
Speed 2 (clumsy), fly 8		
⬇ Claws (standard; at-will) +8 vs. AC; 1d6 damage.		
⬇ Eye Peck (standard; at-will) The dread raven makes a claw attack. If it hits, it makes a secondary attack against the target. Secondary Attack: +6 vs. Reflex; 1d4 damage, and the target is blinded (save ends).		
✧ Wing Clap (standard; at-will) • Force Ranged 5; +6 vs. Reflex; 1d8+1 damage, and the target is pushed 1 square.		
✧ Dread Mist (standard; sustain minor; at-will) • Conjuration, Zone Area burst 4 within 10; creates a zone of inky blackness that blocks line of sight (creatures with darkvision ignore this effect). The dread raven can have only one zone of dread mist active at a time.		
Alignment Evil Languages Common		
Skills Arcana +5, Insight +8, Stealth +9		
Str 5 (-2)	Dex 17 (+4)	Wis 14 (+3)
Con 12 (+2)	Int 8 (+0)	Cha 13 (+2)

Dread Raven Tactics

A dread raven normally attacks soft-looking prey with its *eye peck*; it seeks to keep dangerous enemies at bay using its maneuverability and its *wing clap* power. If severely threatened, it uses *dread mist* to aid in its escape.

DREAD RAVEN LORE

The following information about dread ravens can be obtained with a successful Arcana check.

DC 15: Particularly clever and nasty, dread ravens gather like plagues in places already troubled by blight, warfare, and devastation. Much larger and more intelligent than their more common kin, they pose a threat to travelers because of their appetite for flesh; they are often trained to serve as spies for evil masters.

DC 20: Dread ravens are similar to sentry crows in some ways: Both are inclined to be quite social, for instance. However, somewhere along the line, dread ravens took a dark turn, perhaps as a result of training by malicious or abusive spellcasters.

Dread ravens are scavengers more than hunters. They prey upon those who have already fallen — the more tender the flesh, the better (thus their preference for the remains of children, women, and pampered lords). If starving, they will seek to snatch small children from their parents and peck their victims apart in sheltered roosts.



FEEL BIRD



Bleak Crow **Level 4 Lurker (Leader)**
Tiny shadow magical beast **XP 175**

Initiative +10 **Senses** Perception +4; darkvision
Bleak Miasma (Healing) aura 5; at the beginning of the bleak crow's turn, undead allies within the aura regain 5 hit points
HP 36; **Bloodied** 18
AC 18; **Fortitude** 13, **Reflex** 18, **Will** 16
Speed 2 (clumsy), fly 8

⊕ **Bite** (standard; at-will)
+9 vs. AC; 1d4 damage.

↓ **Devour Soul** (standard; at-will) • **Necrotic, Psychic**
Stunned targets only. +7 vs. Fortitude; 2d10+2 necrotic and psychic damage, and the bleak crow gains 5 temporary hit points.

↗ **Capture Mind** (standard; recharge 2/3) • **Psychic**
Ranged 5; +7 vs. Will; 1d10+2 psychic damage, and the target is stunned (save ends).

Alignment Evil **Languages** Common
Skills Bluff +8, Stealth +11
Str 3 (-2) **Dex** 18 (+6) **Wis** 14 (+4)
Con 6 (+0) **Int** 6 (+0) **Cha** 13 (+3)

Bleak Crow Tactics

Bleak crows are poor fighters, attacking directly only if a creature whose soul they covet is close to death. They prefer to let their undead allies do the fighting, and flee if directly assaulted.

BLEAK CROW LORE

The following information about bleak crows can be obtained with a successful Arcana check.

DC 15: These fell creatures sometimes serve titans or evil gods, and are said to be able to feed on the souls of dying creatures; they are thought by some to be closely related to dread ravens.

DC 20: Bleak crows seldom attack directly, but often follow adventurers furtively or skulk in dangerous areas, hoping to catch the soul of a lone individual. For several minutes after the bleak crow captures a soul, its plumage becomes luminescent, emitting a soft, eerie light and giving the bird an almost ghostly appearance.

Scythe Falcon		Level 4 Skirmisher
Small natural beast		XP 175
Initiative +9	Senses Perception +9	
HP 42; Bloodied 21		
AC 18; Fortitude 14, Reflex 18, Will 15		
Speed 2 (clumsy), fly 12		
⊕ Claws (standard; at-will) +9 vs. AC; 1d6+5 damage.		
↓ Slashing Dive (standard; at-will) The scythe falcon flies up to 12 squares and makes an attack at any point during that movement: +8 vs. Reflex; 1d6+5 damage (crit 2d6+11). The falcon doesn't provoke opportunity attacks when moving away from the target of the attack.		
Skirmish +1d6 If, on its turn, the scythe falcon ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its melee attacks until the start of its next turn.		
Alignment Unaligned		Languages –
Str 8 (+1)	Dex 21 (+7)	Wis 14 (+4)
Con 10 (+2)	Int 2 (-2)	Cha 7 (+0)

Scythe Falcon Tactics

Scythe falcons are fearless, for virtually any creature, no matter its size, can offer them a meal if slain by a critical hit from the falcon's *slashing dive* attack. Typically, an attack involves a pair of falcons swooping in at great speed from a tremendous height. Fiercely loyal to their mates, one will almost always fight to the death if the other is killed. When they attack smaller prey such as mice, they shun their *slashing dive* wing attack and simply scoop their prey from the ground with their claws.

SCYTHE FALCON LORE

The following information about scythe falcons can be obtained with a successful Nature check.

DC 15: Unlike other small predators, the scythe falcon will seek out prey considerably larger than itself. Armed with extraordinary natural means of attack, a wickedly sharp, hard bony ridge at the forefront of the falcon's wings, a scythe falcon uses a diving attack and shears through flesh and bone.

Scythe falcons mate for life and are frequently encountered in pairs. Unless the pair has young that must be guarded at a nest, they always hunt together.

DC 20: Beyond the danger they pose, scythe falcons often inadvertently cause other trouble. Attacked merchants or adventurers are known to write off the loss of an arm but be unable to stomach the loss of a valuable or magical ring that perhaps adorned a finger of that limb. Therefore, those in the hire of such merchants — or those simply hoping to find an unusual item perhaps lost by someone else — often search for scythe falcon nests.

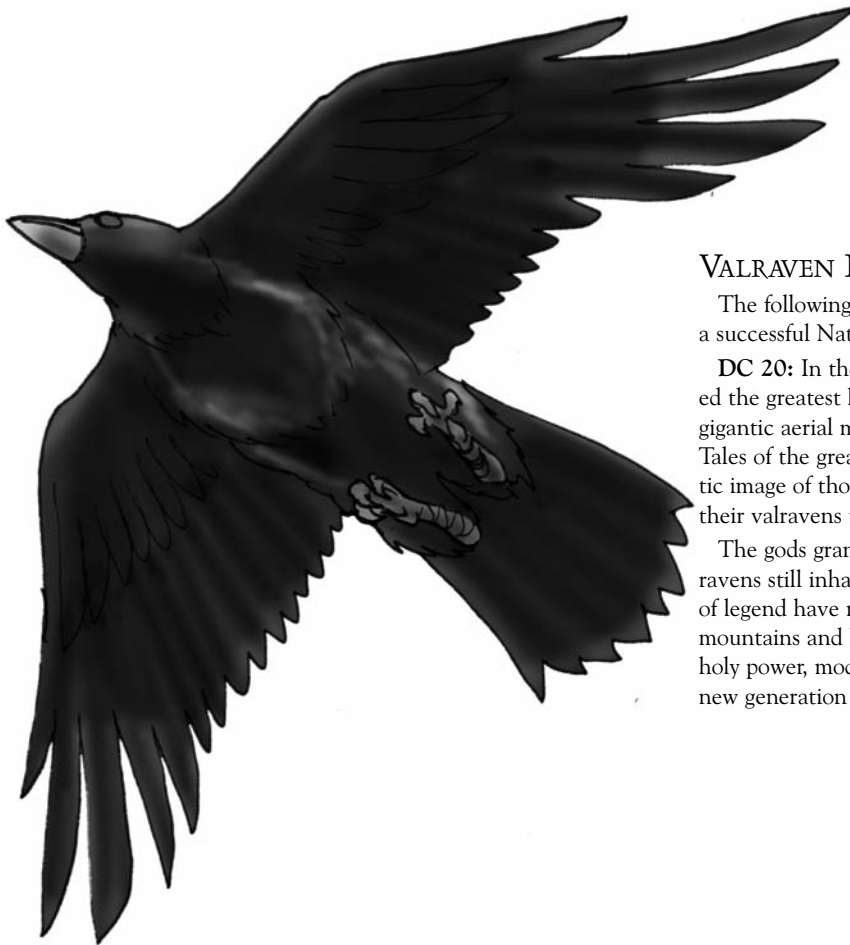
Any manner of interesting and disgusting items might be found in a scythe falcon nest, including items such as a pegasus hoof or a charduni hand still clutching a warscepter.



Valraven		Level 11 Skirmisher
Large natural magical beast (mount)		XP 600
Initiative +10	Senses Perception +6; low-light vision	
HP 110; Bloodied 55		
AC 25; Fortitude 24, Reflex 22, Will 21		
Speed 4, fly 10 (clumsy while mounted)		
⬇ Beak (standard; at-will)		
+16 vs. AC; 1d6+5 damage.		
⬇ Claws (standard, only while flying; at-will)		
Reach 2; +16 vs. AC; 1d8+5 damage.		
Clever Dive +2 (while mounted by a friendly rider of 11th level or higher; at-will) • Mount		
While flying and not itself attacking, the valraven grants its rider a +2 bonus to all ranged attack rolls.		
Skirmish +1d6		
If, on its turn, the valraven ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its melee attacks until the start of its next turn.		
Alignment Good	Languages Common, Elven	
Str 21 (+10)	Dex 17 (+8)	Wis 12 (+6)
Con 14 (+7)	Int 6 (+3)	Cha 9 (+4)

Valraven Tactics

When ridden into combat, valravens prove to be adaptable fighters. They can maneuver to allow their riders good firing vantages while, ideally, avoiding similar opportunities for enemies. In the air, they can also attack other aerial creatures with beak and talons.



VALRAVEN LORE

The following information about valravens can be obtained with a successful Nature or Religion check.

DC 20: In the final days of the Titanswar, one of the gods granted the greatest heroes of the divine armies the use of valravens — gigantic aerial mounts from the realms of the gods themselves. Tales of the greatest battles of the war inevitably invoke the majestic image of thousands of the gods' heroes flying on the backs of their valravens to overwhelm the titans' forces.

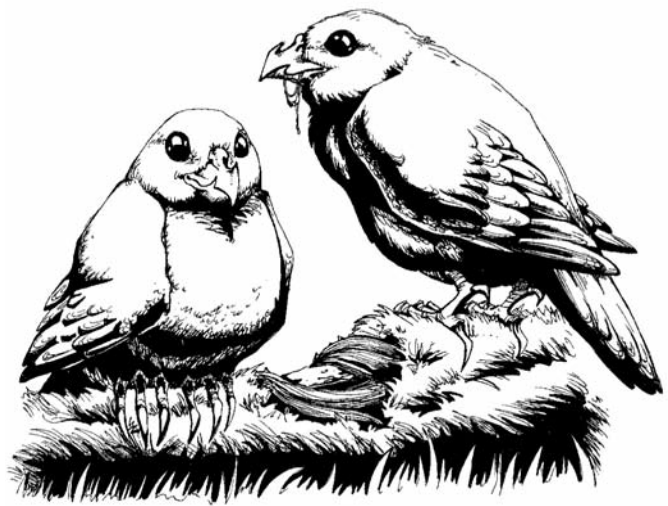
The gods grant such prizes rarely today, but nests of young valravens still inhabit the Scarred Lands. Although the greatest birds of legend have returned home, their scattered offspring nest in mountains and hills. Divinely charged to honor glory, triumph, and holy power, modern heroes can sometimes train individuals of this new generation of valravens to serve as their mounts.

Peranikyit Swarm**Level 11 Skirmisher****Medium natural beast (swarm)****XP 600****Initiative** +11**Senses** Perception +12**Swarm Attack** aura 1; the peranikyit swarm makes a basic attack as a free action against each enemy that begins its turn in the aura**HP** 106; **Bloodied** 53**AC** 25; **Fortitude** 21, **Reflex** 24, **Will** 22**Resist** half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks**Speed** 1, fly 8 (hover)⬇ **Tide of Beaks** (standard; at-will)

+16 vs. AC; 2d6+5 damage, and ongoing 5 damage (save ends).

⬇ **Rending Scourge** (standard; recharge [1])

The peranikyit swarm shifts 8 squares and can move through enemy-occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The swarm cannot attack a target more than once in this fashion, but it may end its movement in an occupied square.

Alignment Unaligned**Languages** –**Str** 2 (+1)**Dex** 21 (+10)**Wis** 15 (+7)**Con** 10 (+5)**Int** 1 (+0)**Cha** 6 (+3)**ENCOUNTER GROUPS**

Most fell birds, particularly those of an intelligent disposition, associate only with their own kind, but a number of sentient races have learned methods of catching and training — or allying with — fell birds as hunting or scouting beasts.

Level 2 Encounter (XP 675)

- 3 lightning hawks (level 2 artillery)
- 2 piterin scouts (level 3 skirmisher)

Level 3 Encounter (XP 750)

- 2 dread ravens (level 3 lurker)
- 3 coal goblin warriors (level 3 skirmisher)

Level 4 Encounter (XP 850)

- 4 sentry crows (level 1 minion)
- 2 dwarf bolters (level 4 artillery)
- 2 dwarf hounds (level 5 brute)

Level 5 Encounter (XP 1,025)

- 3 scythe falcons (level 4 skirmisher)
- 2 scythe harpies (level 6 skirmisher)

Level 5 Encounter (XP 1,065)

- 5 zombie rotters (level 3 minion)
- 4 blood zombies (level 4 brute)
- 1 bleak crow (level 4 lurker)

Level 10 Encounter (XP 2,800)

- 1 Hornsaw unicorn (level 10 elite brute)
- 3 peranikyit swarms (level 11 skirmisher)

Level 13 Encounter (XP 3,600)

- 2 valravens (level 11 skirmisher)
- 2 15th-level elf rangers* (level 15 artillery)

* Stats for NPC elf rangers are found in Appendix Two of this book.

Peranikyit Tactics

A lone peranikyit never fights unless it is trapped, and even then it is capable of doing little more than giving a vicious scratch to a grown human. Parents of young peranikyits will fly away rather than defend their eggs if isolated from the flock. Peranikyit in numbers, on the other hand, do not hesitate to attack almost any creature, whether or not it is alone. Once all suitable prey in sight is dead, the birds settle down to feast on the corpses until the bones are completely picked clean.

PERANIKYIT SWARM LORE

The following information about peranikyit can be obtained with a successful Nature check.

DC 15: Though they are some of the smallest birds on the continent, peranikyits are easily one of the most vicious predators that hunt the jungles and swamps of Termana. These bright green and blue birds are quite lovely to watch from a safe distance (such as a scrying pool several miles away), but their razor sharp beaks can tear into flesh with a ruthless efficiency that eagles must envy.

As small as they are individually — little more than the size of a grown man's thumb — peranikyits present little challenge by themselves. Only sick or wounded peranikyits are ever encountered alone, however; traveling in flocks of 1,000 to 1,500 or more, they can take down even large-sized prey without difficulty, ravenously stripping the corpse of flesh in minutes. Luckily, however, the majority of their flocks are fairly small and attack prey only slightly larger than themselves.

DC 20: Peranikyits have very high metabolisms and thus are nearly always hungry, especially during molting or mating season. Large swarms of the creatures are thankfully rare, but when they do arise they pose an incredible menace to local communities. For this reason, most of Termana's inhabitants kill peranikyits on sight whenever possible. The gnomes of the Gamulganjus make a delicious soup from peranikyits eggs, and many terali wear necklaces of peranikyit beaks and feathers.

DC 25: The terali tell of a larger and more voracious variety of this creature known as the peraniteyl. These creatures have never been encountered by foreigners, though.

FLAILING DREADNOUGHT

FLAILING DREADNOUGHTS RESEMBLE HUGE FLOATING EGGS covered in segmented metal plates. One side of the body is dominated by an enormous fanged maw that can extend like a proboscis. The dreadnought can separate the metal plates that cover its body to release one or more metallic tentacles, each tipped with blades, barbs, and spikes. The tentacles can flail outward in every direction, tearing and pulling at every being in a considerable radius from the monster.

FLAILING DREADNOUGHT LORE

The following information about flailing dreadnoughts can be obtained with a successful Dungeoneering check.

DC 25: Dreadnoughts eat nearly any living thing and attack anything that comes in their vicinity; they sometimes also ingest metal ore or metallic goods. Flailing dreadnoughts are technically blind, but can sense objects and living beings by their particular electromagnetic fields.

The flailing dreadnought is the twisted creation of the titan Golthagga. In the last days of the Divine War, the titan forged dozens of the creatures and threw them into the battle to shred through the ranks of divine race armies. Now with the war over and their creator gone, the flailing dreadnoughts dwell in remote areas, especially underground near large concentrations of metal ore, such as abandoned mines or ruined wasteland cities.

Flailing Dreadnought	Level 19 Brute	
Huge aberrant beast (blind)	XP 2,400	
Initiative +11	Senses Perception +10; blindsight 10	
HP 221; Bloodied 110		
AC 31; Fortitude 31, Reflex 29, Will 29		
Speed fly 8 (hover; maximum altitude 3)		
⬇ Bite (standard; at-will)		
Reach 2; +22 vs. AC; 3d8+8 damage.		
⬇ Tentacle (standard; at-will)		
Reach 5; +20 vs. Reflex; 1d8+8 damage, and the target slides 1 square.		
⬇ Crushing Bite (standard; at-will)		
Reach 2; +20 vs. Fortitude; 3d8+8 damage, and the target is grabbed (until escape). Miss: Half damage, and the target is not grabbed.		
⬅ Flailing Fury (standard; recharge ☼☼☼)		
Close burst 5; +18 vs. Reflex; 3d6+8 damage, and the target slides 1 square. The flailing dreadnought gains a +4 bonus to all defenses against ranged attacks and a -2 penalty against melee attacks until the beginning of its next turn.		
Metal Sense		
The flailing dreadnought can sense the location of any source of metal over 2 pounds within 20 squares.		
Alignment Evil	Languages –	
Str 27 (+17)	Dex 14 (+11)	Wis 13 (+10)
Con 21 (+14)	Int 5 (+6)	Cha 14 (+11)

Flailing Dreadnought Tactics

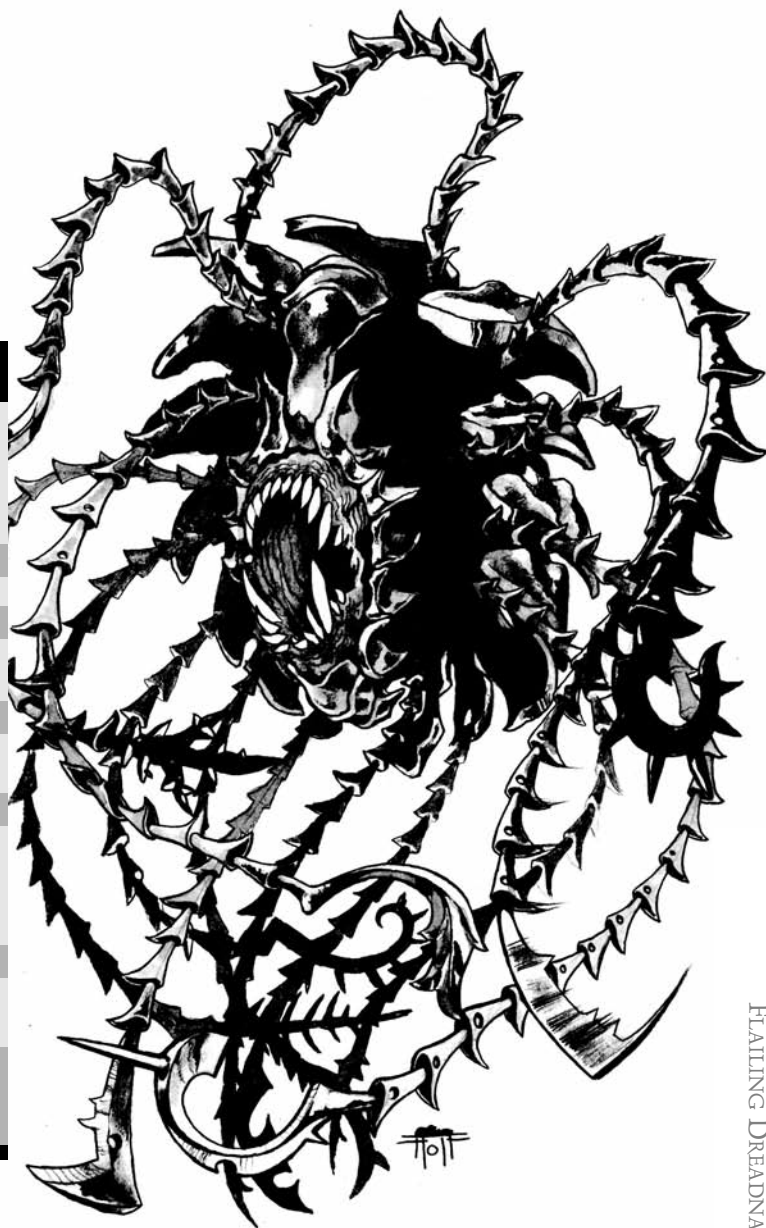
Created to be a weapon of war, the flailing dreadnought is a fierce, if not terribly bright opponent. It always engages in combat at the slightest provocation, and if it has several opponents near it unleashes its *flailing fury* at every opportunity.

ENCOUNTER GROUPS

Flailing dreadnoughts are most often found alone or in small groups, usually guarding titanspawn masters or places holy to the titans.

Level 18 Encounter (XP 10,400)

- 1 stormhag matron (level 16 elite artillery)
- 2 glutton locust swarms (level 16 skirmisher)
- 2 flailing dreadnoughts (level 19 brute)



FLAILING DREADNOUGHT

FORGE BEAST

THIS CREATURE SEEMS ALMOST COMICAL — a large, black, horned toad with thick limbs, oddly flattened back, and tiny, beady eyes. Yellow-red flames are visible in its gullet when it opens its mouth, much like the heart of a furnace. Altogether, it looks rather like some mad god's combination of giant toad and mobile anvil.

Except for the fact that it was a mad titan who created them, that's precisely what forge beasts are.

FORGE BEAST LORE

The following information about forge beasts can be obtained with a successful Dungeoneering check.

DC 15: The forge beast is literally a forgeworks on legs, crafted by Golthagga to accompany his armies in the field. For those whom the beasts obey, they act as fire and anvil, smelter and sentry, table and hearth. For those whom they don't, they are at best irascible, stubborn nuisances.

The beast's plate and horns act as an anvil, and the beast instinctively adjusts its stance to level the plate, even on steep inclines, propping itself up on its sturdy, solid legs. Upon command, the beast will close its mouth around whatever work its master presents. Once it is properly heated, the beast releases the glowing metal and allows it to be hammered out on its back plate.

DC 20: Forge beasts eat slag, ore, and even sand, digesting the impurities and other elements and spitting up lumps of nearly pure metal, like hairballs, a few hours later.

Most forge beasts today spend their time sleeping in the desert and foothills. Visitors to the Iron Sands Desert might see one squatting in the sun and mistake it for a rock. In fact, if they were to sit upon a beast or shelter behind it, there would be little to dispel the illusion of stone, since forge beasts are rock-hard and sleep almost imperturbably for weeks at a time. When they wake, they begin an awkward, lunging migration across the desert, scooping up mouthfuls of sand and rocks and discarded junk, and leaving an occasional trail of metallic lumps behind them.

Forge Beast	Level 7 Soldier	
Medium aberrant beast (fire)	XP 300	
Initiative +3	Senses Perception +3; darkvision	
HP 85; Bloodied 42		
AC 23; Fortitude 23, Reflex 17, Will 18		
Speed 5		
⬇ Bite (standard; at-will) • Fire	+14 vs. AC; 1d6+4 damage, plus 1d6 fire damage and the target is grabbed (until escape). The forge beast gains a +4 racial bonus on Strength checks to maintain its grab.	
⬇ Bite of the Forge (standard; at-will) • Fire	Grabbed target only; +12 vs. Fortitude; 1d6+4 damage, and ongoing 5 fire damage (save ends). If the grabbed target is Medium or smaller, the forge beast may move the target into any adjacent square.	
⬇ Powerful Charge (standard; at-will)	The forge beast makes a charge attack: +13 vs. Fortitude; 2d6+4 damage, and the target is pushed 1 square and knocked prone.	
⬅ Breath Weapon (standard; recharge ☞☞☞) • Fire	Close blast 3; +10 vs. Reflex; 2d6+5 fire damage.	
Iron Legs	When an effect forces the forge beast to move (through a pull, a push, or a slide) or to fall prone, the beast can immediately make a saving throw, with a +2 racial bonus, to avoid the effect.	
Alignment Unaligned	Languages Primordial	
Skills Athletics +12, Stealth +5		
Str 19 (+7)	Dex 10 (+3)	Wis 10 (+3)
Con 21 (+8)	Int 4 (+0)	Cha 7 (+1)

Forge Beast Tactics

A forge beast generally begins a fight with a *powerful charge* that belies its great mass, and then blasts its nearest opponents with its *breath weapon*. In close combat, it attempts to use its bite of the forge on an enemy each round, burning flesh in addition to crushing with its mighty jaws.

ENCOUNTER GROUPS

Forge beast are normally found in solitude among rocky desert wastes. Occasionally, however, groups of titanspawn may locate a forge beast and convince it to work at its intended purpose.

Level 5 Encounter (XP 1,225)

- 3 proud braves (level 4 skirmisher)
- 2 proud warriors (level 5 brute)
- 1 forge beast (level 7 soldier)



GHOUL

THERE ARE GHOULS AND THEN THERE ARE *GHOULS*. In the Scarred Lands, where necromancy holds such powerful sway, it should come as no surprise that these abominations come in many terrifying and unusual varieties.

Acid Shambler Ghoul		Level 3 Brute
Medium elemental humanoid (undead)		XP 150
Initiative +2	Senses Perception +0; darkvision	
HP 54; Bloodied 27		
AC 15; Fortitude 16, Reflex 14, Will 15		
Immune disease, poison; Resist 10 acid, 10 necrotic; Vulnerable 5 radiant		
Speed 6		
⬇ Acidic Lurch (standard; at-will) • Acid		
+5 vs. Reflex; 2d6+1 acid damage, and the target is grabbed (until escape) and takes ongoing 5 acid damage (save ends).		
⬇ Ghoulish Bite (standard; at-will) • Acid		
Grabbed, immobilized, stunned, or unconscious targets only; +6 vs. AC; 3d6+1 acid damage, and ongoing 5 acid damage (save ends both).		
⬅ Spew Acid (standard; recharge ☹☹☹) • Acid		
Close blast 2; +2 vs. Reflex (+4 vs. Reflex against grabbed enemies); 2d6+2 acid damage, and ongoing 5 acid damage (save ends).		
Alignment Chaotic evil	Languages Common	
Str 13 (+2)	Dex 12 (+2)	Wis 9 (+0)
Con 14 (+3)	Int 8 (+0)	Cha 15 (+3)

Acid Shambler Tactics

Acid shamblers attack living beings regardless of size, tearing at them with their hands and teeth and dissolving them with *spew acid*. They have no concept of tactics nor of self-preservation: The creatures rush en masse at any potential victim and flail at it until it is overwhelmed or they themselves are destroyed.

ACID SHAMBLER LORE

The following information about acid shambler ghouls can be obtained with a successful Religion check.

DC 15: The acid shambler is one of many horrors spawned in the aftermath of the Divine War. The shamblers are corpses brought back to horrific, agonizing life by a strange transformation of their blood. The thick reddish-black ichors that surge through their dead veins both animate and deteriorate them, eating them from the inside out due to the highly acidic properties.

DC 20: Because of the acid shamblers' transformation, their limited existence generally lasts only a number of days before the acid destroys them. During that time, they lash out, without hesitation or desire for survival, at any living creatures they encounter. Driven by pain and hatred of what they have become, these creatures are mindless killers, and the fact that they often travel in packs makes them exceedingly dangerous to unprepared or ill-equipped opponents. Even well-armed soldiers have fallen, as the shamblers' corrosive blood eats away at the toughest swords and armor with frightening speed.



GHOUL

Ghoul Hound		Level 5 Soldier	
Medium natural beast (undead)		XP 200	
Initiative +8	Senses Perception +9; darkvision		
HP 65; Bloodied 32			
AC 21; Fortitude 17, Reflex 18, Will 16			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 8			
⊕ Bite (standard; at-will) • Necrotic			
+11 vs. AC; 1d6+3 damage, and the target is immobilized and takes ongoing 5 necrotic damage (save ends both).			
⊕ Ghoulish Bite (standard; at-will)			
Immobilized, stunned, or unconscious targets only; +11 vs. AC; 3d6+3 damage, and the target is stunned (save ends).			
⚡ Ghastly Howl (minor; encounter) • Fear			
Close blast 5; targets enemies; +7 vs. Will; the target is dazed until the end of the ghoul hound's next turn. <i>Aftereffect</i> : The target takes a -2 penalty to attack rolls (save ends).			
Alignment Chaotic evil		Languages –	
Skills Stealth +11			
Str 16 (+5)	Dex 19 (+6)	Wis 14 (+4)	
Con 17 (+5)	Int 3 (-2)	Cha 10 (+2)	

GHOUL HOUND LORE

The following information about ghoul hounds can be obtained with a successful Religion check.

DC 15: Ghoul hounds are cunning and sadistic hunters. Untiring, they hunt living prey both for pleasure and to feast upon their flesh. Ghoul hounds are ideal weapons of terror and war, used in random attacks on the unsuspecting as well as deliberate assaults against enemy forces and the pursuit of fleeing foes.

DC 25: The infamous Ghoul King of the Isle of the Dead is said to favor packs of ghoul hounds in his attacks on the inhabitants of Termana. The dark masters of Glivid-Autel are also known to use ghoul hounds to track escaped slaves as well as to hunt down any who trespass on their lands.

Ghoul Bloodhound		Level 9 Skirmisher	
Medium natural beast (undead)		XP 350	
Initiative +10	Senses Perception +12; darkvision		
HP 100; Bloodied 50			
AC 23; Fortitude 21, Reflex 21, Will 20			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 9			
⊕ Bite (standard; at-will) • Necrotic			
+14 vs. AC; 1d6+4 damage, and the target is immobilized and takes ongoing 5 necrotic damage (save ends both).			
⊕ Ghoulish Bite (standard; at-will)			
Immobilized, stunned, or unconscious targets only; +14 vs. AC; 3d6+4 damage, and the target is stunned (save ends).			
⚡ Ghastly Howl (minor; encounter) • Fear			
Close blast 9; targets enemies; +10 vs. Will; the target is dazed until the end of the ghoul hound's next turn. <i>Aftereffect</i> : The target takes a -2 penalty to attack rolls (save ends).			
Skirmish +1d8			
If, on its turn, the ghoul bloodhound ends its move at least 4 squares away from its starting point, it deals an extra 1d8 damage on its melee attacks until the start of its next turn.			
Alignment Chaotic evil		Languages –	
Skills Stealth +13			
Str 18 (+8)	Dex 19 (+8)	Wis 17 (+7)	
Con 20 (+9)	Int 6 (+2)	Cha 12 (+5)	

Ghoul Hound Tactics

Ghoul hounds are slightly more intelligent than their living counterparts, and arrange to attack from surprise whenever possible. They secretly shadow their chosen victims for days, waiting for the right moment to strike. When they are ready to attack, they unleash their *ghastly howls* and rush their victims en masse.

Ghoul hounds are utterly fearless, attacking no matter how large and dangerous their opponents. Once they have caught the scent of prey, nothing short of destruction can deter them from the hunt.



Ice Ghoul		Level 8 Controller	
Medium elemental humanoid (undead)		XP 350	
Initiative +7 Senses Perception +4; darkvision			
Numbing Aura (Cold) aura 1; enemies that start their turns in the aura are slowed until the end of their next turn			
HP 89; Bloodied 44			
AC 22; Fortitude 21, Reflex 21, Will 18			
Immune disease, poison; Resist 10 cold, 10 necrotic; Vulnerable 5 radiant			
Speed 8 (ice walk), climb 4			
⬇ Claws (standard; at-will) • Cold			
+13 vs. AC; 1d6+3 damage, and the target is immobilized (save ends).			
⬇ Ghoulish Bite (standard; at-will) • Cold			
Immobilized, slowed, stunned, or unconscious targets only; +12 vs. Fortitude; 3d6+3 damage, and the target is stunned and takes ongoing 5 cold damage (save ends both).			
Alignment Chaotic evil		Languages Common	
Skills Stealth +12			
Str 16 (+7)	Dex 17 (+7)	Wis 11 (+4)	
Con 17 (+7)	Int 11 (+4)	Cha 13 (+5)	

ICE GHOUL LORE

The following information about ice ghoul can be obtained with a successful Religion check.

DC 20: Legends say that a man who dies in the snow cursing the goddess of the bitter arctic winds will rise again on the night of the full moon, hungry for warm, raw flesh to fill his shrunken belly.

Ice ghouls are the frost-rimed remains of travelers who starved to death in the blizzards of the north, undead creatures with pale white skin and withered flesh. Their fingers end in wicked claws, and their teeth have become predator's fangs. They can hunt only by the light of the full moon; while most are solitary figures, sometimes the cursed souls of an entire village, lost in an avalanche, rise again to torment the living.

Ice Ghoul Reaver		Level 8 Brute	
Medium elemental humanoid (undead)		XP 350	
Initiative +7 Senses Perception +4; darkvision			
HP 107; Bloodied 53			
AC 20; Fortitude 20, Reflex 20, Will 17			
Immune disease, poison; Resist 10 cold, 10 necrotic; Vulnerable 5 radiant			
Speed 8 (ice walk), climb 4			
⬇ Claws (standard; at-will) • Cold			
+11 vs. AC; 1d8+4 damage, and the target is immobilized and takes ongoing 5 cold damage (save ends both).			
⬇ Ghoulish Bite (standard; at-will) • Cold			
Immobilized, slowed, stunned, or unconscious targets only; +9 vs. Fortitude; 3d8+4 damage, and the target is stunned and takes ongoing 5 cold damage (save ends both).			
Alignment Chaotic evil		Languages Common	
Skills Stealth +12			
Str 19 (+8)	Dex 16 (+7)	Wis 10 (+4)	
Con 17 (+7)	Int 9 (+3)	Cha 11 (+4)	

Ice Ghoul Tactics

Ice ghouls fall upon their victims with tooth and claw, numbing their victims with their icy grip as they rend flesh from bone. If outnumbered, ice ghouls endeavor to use their numbing claws on as many foes as possible before moving to the task of finishing off their victims.





Poisonbearer Ghoul **Level 10 Brute**
Medium natural humanoid (undead) **XP 500**

Initiative +7 **Senses** Perception +7; darkvision

HP 126; **Bloodied** 63; see also *death spray*

AC 22; **Fortitude** 22, **Reflex** 22, **Will** 22

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

Speed 6, climb 4

⬇ **Claws** (standard; at-will) • **Poison**
 +13 vs. AC; 2d6+2 damage, and the target is immobilized and takes ongoing 5 poison damage (save ends both).

⬇ **Ghoulish Bite** (standard; at-will) • **Poison**
 Immobilized, stunned, or unconscious targets only; +13 vs. AC; 3d8+2 damage, and the target is stunned and takes ongoing 10 poison damage (save ends both).

Death Spray (immediate reaction, when reduced to 0 hit points) • **Poison**
 Close burst 2; +9 vs. Fortitude; 2d6+3 poison damage, plus the target is immobilized and takes ongoing 5 poison damage (save ends both).

Alignment Chaotic evil **Languages** Common

Skills Stealth +12

Str 15 (+7) **Dex** 15 (+7) **Wis** 14 (+7)

Con 16 (+8) **Int** 13 (+6) **Cha** 14 (+7)

Poisonbearer Ghoul Tactics

A poisonbearer ghoul often begins by charging in to the attack with claws and its *ghoulish bite*. It is fearless in combat, fighting to the last, willingly allowing itself to be destroyed in order to slay its foes with its deadly *death spray*.

POISONBEARER GHOUL LORE

The following information about poisonbearer ghouls can be obtained with a successful Religion check.

DC 20: The poisonbearer is yet another undead creation of the Ghoul King, lord of the Isle of the Dead.

DC 25: This ghoulish being is even more disgusting than its cousins, for it is covered in broken, oozing pustules; the substance exuded by the creature's diseased skin is highly toxic.

Overghast Ghoul		Level 13 Soldier (Leader)	
Large natural humanoid (undead)		XP 800	
Initiative +10	Senses Perception +13; darkvision		
Fell Aura aura 10; allies in the aura (including the overghast) gain a +2 bonus to AC and Reflex against attacks having the radiant keyword			
Ghastly Stench aura 3; living enemies that start their turns in the aura must make a DC 18 Endurance check or be dazed until the beginning of their next turn			
HP 131; Bloodied 65			
AC 29; Fortitude 26, Reflex 24, Will 25			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 8			
⬇ Claws (standard; at-will)			
Reach 2; +20 vs. AC; 2d6+7 damage, and the target is immobilized (save ends).			
⬇ Tendrils (standard; at-will) • Necrotic			
Reach 4; +18 vs. Reflex; the target is restrained and takes ongoing 5 necrotic damage (both until escape).			
⬇ Double Attack (standard; at-will)			
The overghast ghoul makes two claw attacks.			
⬇ Ghoulish Bite (standard; at-will) • Necrotic			
Immobilized, stunned, or unconscious targets only; +20 vs. AC; 6d6+7 damage, and the target is stunned and takes ongoing 5 necrotic damage (save ends both).			
Alignment Chaotic evil		Languages Common	
Skills Athletics +17, Intimidate +14, Stealth +13			
Str 24 (+12)	Dex 15 (+8)	Wis 14 (+8)	
Con 19 (+10)	Int 13 (+7)	Cha 16 (+9)	

Overghast Tactics

Like other ghouls, overghasts prefer to attack from ambush. In wilderness or urban areas, they climb sheer walls where they lie in wait, dropping down to attack from above when their prey passes beneath them. Few expect undead creatures to move quickly, so overghasts use their superior speed to make furious charging attacks from a distance or to flee from combat if they are overwhelmed.

OVERGHAST LORE

The following information about overghasts can be obtained with a successful Religion check.

DC 20: Lurking in the dark corners of the world, overghasts are intelligent and cunning creatures. Although most are fiercely independent, some have come to serve powerful rulers as slaves or lieutenants; many serve the Ghoul King of Termana.

DC 25: Theories about overghasts' origins abound. Most scholars believe that they were created spontaneously by explosions of necromantic energy near the end of the Divine War — the same energies that are thought to have created the fearsome Isle of the Dead. While these notions have not been confirmed, it is known that on occasion an ordinary ghast can be transformed into one of these creatures, and that they are most common in southern Termana, near the Ghoul King's island realm.

ENCOUNTER GROUPS

Ghouls tend to associate with other ghouls of all sorts, but of course can often be found in the company of necromancers and other evil beings.

Level 5 Encounter (XP 1,100)

- 5 acid shamblers (level 3 brute)
- 1 ice ghoul (level 8 controller)

Level 5 Encounter (XP 1,100)

- 3 ghoul hounds (level 5 soldier)
- 2 tattooed corpse mages (level 6 artillery)

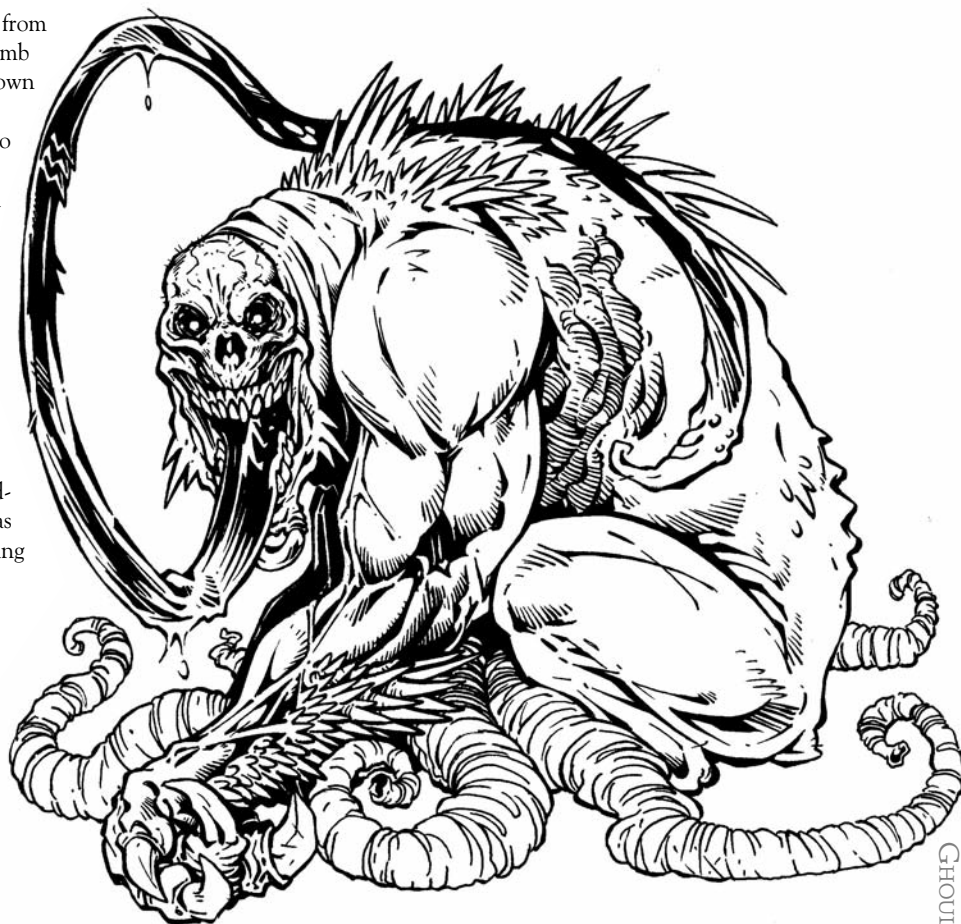
Level 9 Encounter (XP 2,000)

- 2 poisonbearer ghouls (level 10 brute)
- 1 10th-level wizard death master* (level 10 elite controller)

* See Death Master template in the 4E D&D DUNGEON MASTER'S GUIDE, page 178. Stats for the NPC wizard are found in Appendix Two of this book.

Level 10 Encounter (XP 2,900)

- 2 zombie hulks (level 8 brute)
- 2 carcasses (level 9 controller)
- 3 horde ghouls (level 13 minion)
- 1 overghast (level 13 soldier)



GIANT

CELESTIANS AND STEEL GIANTS, like other giants, are creations of the gods and titans themselves, though they do not always retain any allegiance to their ancient masters.

CELESTIAN

Celestian		Level 14 Skirmisher
Large elemental humanoid (air, giant)		XP 1,000
Initiative +13	Senses Perception +8; darkvision	
HP 135; Bloodied 67		
AC 28; Fortitude 26, Reflex 26, Will 26		
Immune disease, petrification, poison; Resist 20 lightning, 20 thunder, insubstantial; Vulnerability 5 radiant		
Speed fly 10 (hover)		
⊕ Slam (standard; at-will) • Thunder		
Reach 2; +19 vs. AC; 2d8+4 thunder damage, and the target is knocked prone.		
Shifting Breeze (minor; encounter)		
The celestian shifts 4 squares.		
Cloud Form (standard; at-will)		
The celestian becomes a vaguely humanoid-shaped cloud and gains resist 20 to all damage. It can take no actions in cloud form other than to move at half speed (a move action) or to revert to its normal form (a minor action). While in cloud form, a celestian can seep through the tiniest of cracks or holes, but cannot enter water.		
Alignment Evil	Languages Common, Giant, Primordial	
Skills Arcana +15, History +15, Intimidate +15, Nature +13		
Str 17 (+10)	Dex 18 (+11)	Wis 12 (+8)
Con 15 (+9)	Int 16 (+10)	Cha 16 (+10)

Celestian Tactics

A celestian strikes with little warning, descending directly over a foe and using its slam attack to pummel its foe with bursts of air that land like hammer blows.

CELESTIAN LORE

The following information about celestians can be obtained with a successful Arcana check.

DC 20: In the eyes of the divine races, the giants were blasphemers who fought against the gods, and most of the surviving giants were justly punished after the defeat of their titan masters: The victorious gods rent their physical forms asunder, sapping their vitality and making them as hollow as the wind. Thus, these giants, who had formerly crushed dwarves with one blow, were forced to draw strength from the realms of magic. The transformation only increased their fury, however, so the celestians spread destruction wherever they go.

DC 25: Although its size never changes, a celestian can take most any vaguely humanoid form imaginable, but always cloud or mist. A celestian can make itself heard in just as many ways, but it almost invariably retains the booming voice of its corporeal life.

DC 30: The celestians' fall from grace has created a great deal of tension between them and other giantkin, who consider them weak, pathetic cousins. Clashes between giants and celestians are common, and marvelous, to behold. The true focus of celestians' ire, however, remains directed at the gods and their servants. They are as bitter as the titans and abhor any divine priests they encounter, targeting such clerical opponents before all others.



Elder Celestian		Level 21 Elite Controller
Huge elemental humanoid (air, giant)		XP 6,400
Initiative +17	Senses Perception +12; darkvision	
HP 384; Bloodied 192		
AC 36; Fortitude 34, Reflex 35, Will 34		
Immune disease, petrification, poison; Resist 30 lightning, 30 thunder, insubstantial; Vulnerability 10 radiant		
Saving Throws +2		
Speed fly 8 (hover)		
Action Points 1		
⊕ Slam (standard; at-will) • Thunder		
Reach 3; +26 vs. AC; 3d6+5 thunder damage, and the target slides 1 square.		
⊖ Air Pinion (standard; at-will)		
Reach 3; +25 vs. AC; 2d6+5 damage, and the target slides 2 squares and is restrained (save ends).		
← Tempest (standard; recharge ☹☹☹)		
Close burst 5; +23 vs. Reflex; 2d6+5 damage, and the target slides 2 squares and is knocked prone.		
Shifting Breeze (minor; recharge ☹☹☹☹☹)		
The elder celestian shifts 4 squares.		
Cloud Form (standard; at-will)		
The elder celestian becomes a vaguely humanoid-shaped cloud and gains resist 30 to all damage. It can take no actions in cloud form other than to move at half speed (a move action) or to revert to its normal form (a minor action). While in cloud form, a celestian can seep through the tiniest of cracks or holes, but cannot enter water.		
Alignment Evil	Languages Common, Giant, Primordial	
Skills Arcana +19, History +19, Intimidate +19, Nature +17		
Str 19 (+14)	Dex 21 (+15)	Wis 15 (+12)
Con 16 (+13)	Int 18 (+14)	Cha 19 (+14)

Elder Celestian Tactics

An elder celestian uses its *air pinion* and *tempest* powers to hammer and damage its foes, relying on its speed in the air and *shifting breeze* to dominate the field of battle.

Ancient Celestian **Level 28 Elite Artillery****Gargantuan elemental humanoid (air, giant)** **XP 26,000****Initiative** +21 **Senses** Perception +23; darkvision**HP** 390; **Bloodied** 195**AC** 42; **Fortitude** 39, **Reflex** 43, **Will** 42**Immune** disease, petrification, poison; **Resist** 30 lightning, 30 thunder, insubstantial; **Vulnerability** 10 radiant**Saving Throws** +2**Speed** fly 8 (hover)**Action Points** 1⬇ **Slam** (standard; at-will) • **Thunder**

Reach 4; +35 vs. AC; 3d6+7 thunder damage, and the target slides 2 squares.

⤴ **Thunderclap** (standard; at-will) • **Thunder**

Ranged 10; +33 vs. Fortitude; 2d8+7 damage, and the target is deafened (save ends) and knocked prone.

✪ **Cyclone** (standard; sustain minor; encounter) • **Zone**

Area burst 3 within 20 squares; +31 vs. Fortitude; 2d8+6 damage, and the target slides 2 squares. The burst creates a swirling mass of gale-force winds that spins under the celestian's control; the zone lasts until the end of the ancient celestian's next turn. Creatures that start their turns in the zone take 1d10+5 damage, slide 3 squares, and are knocked prone. Sustain: The celestian may move the zone up to 6 squares as a move action.

✪ **Lightning Blast** (standard; recharge ⓂⓂ) • **Lightning**

Area burst 2 within 10 squares; +31 vs. Reflex; 2d10+6 damage, and the target is dazed until the end of the ancient celestian's next turn.

Shifting Breeze (minor 1/round; at-will)

The ancient celestian shifts 4 squares.

Cloud Form (standard; at-will)

The ancient celestian becomes a vaguely humanoid-shaped cloud and gains resist 30 to all damage. It can take no actions in cloud form other than to move at half speed (a move action) or to revert to its normal form (a minor action). While in cloud form, a celestian can seep through the tiniest of cracks or holes, but cannot enter water.

Alignment Unaligned**Languages** Common, Giant, Primordial**Skills** Arcana +24, History +24, Intimidate +25, Nature +23**Str** 20 (+19)**Dex** 25 (+21)**Wis** 18 (+18)**Con** 21 (+19)**Int** 20 (+19)**Cha** 23 (+20)

Ancient Celestian Tactics

An ancient celestian moves as freely as air. It relies on *shifting breeze* to remain at range from its enemies, blasting foes with lightning, thunder, and gale-force winds.

ENCOUNTER GROUPS

Celestians most often keep to their own kind, but they have been known to ally themselves with other titanspawn or powerful beasts.

Level 11 Encounter (XP 3,000)

- 5 mist walkers (level 9 soldier)
- 1 celestian (level 14 skirmisher)

Level 19 Encounter (XP 12,000)

- 2 Gaurak trolls (level 20 brute)
- 1 elder celestian (level 21 elite controller)

Level 27 Encounter (XP 62,000)

- 2 storm phoenixes (level 26 elite skirmisher)
- 1 ancient celestian (level 28 elite artillery)



STEEL GIANT

Steel Giant	Level 15 Soldier
Large immortal humanoid (earth, giant)	XP 1,200
Initiative +9 Senses Perception +7; low-light vision	
HP 150; Bloodied 75	
AC 31; Fortitude 32, Reflex 26, Will 25	
Immune disease, fire, poison; Resist 10 cold; Vulnerability 10 lightning	
Speed 7	
† Maul (standard; at-will) • Weapon Reach 2; +22 vs. AC; 3d6+8 damage, and the target is marked until the end of the steel giant's next turn.	
⌚ Throwing Hammer (standard; at-will) • Weapon Ranged 10/20; +22 vs. AC; 2d8+8 damage.	
† Sweeping Blow (standard; at-will) • Weapon The steel giant makes a maul attack against two Medium or smaller targets; on a hit, the target is pushed 2 squares and knocked prone.	
Metal Healing (immediate interrupt, when hit by a metal weapon; encounter) • Healing The steel giant takes no damage from the attack; instead, it heals 37 hit points.	
Alignment Unaligned	Languages Common, Giant
Skills Athletics +19, Dungeoneering +12, History +13, Nature +12	
Str 26 (+15)	Dex 11 (+7) Wis 11 (+7)
Con 22 (+13)	Int 13 (+8) Cha 10 (+7)
Equipment maul, 2 throwing hammers	

Steel Giant Tactics

When steel giants fight, they wield a huge steel maul with their mighty arms. They throw smaller hammers, each larger than most humans might heft even using both hands, with deceptive ease.

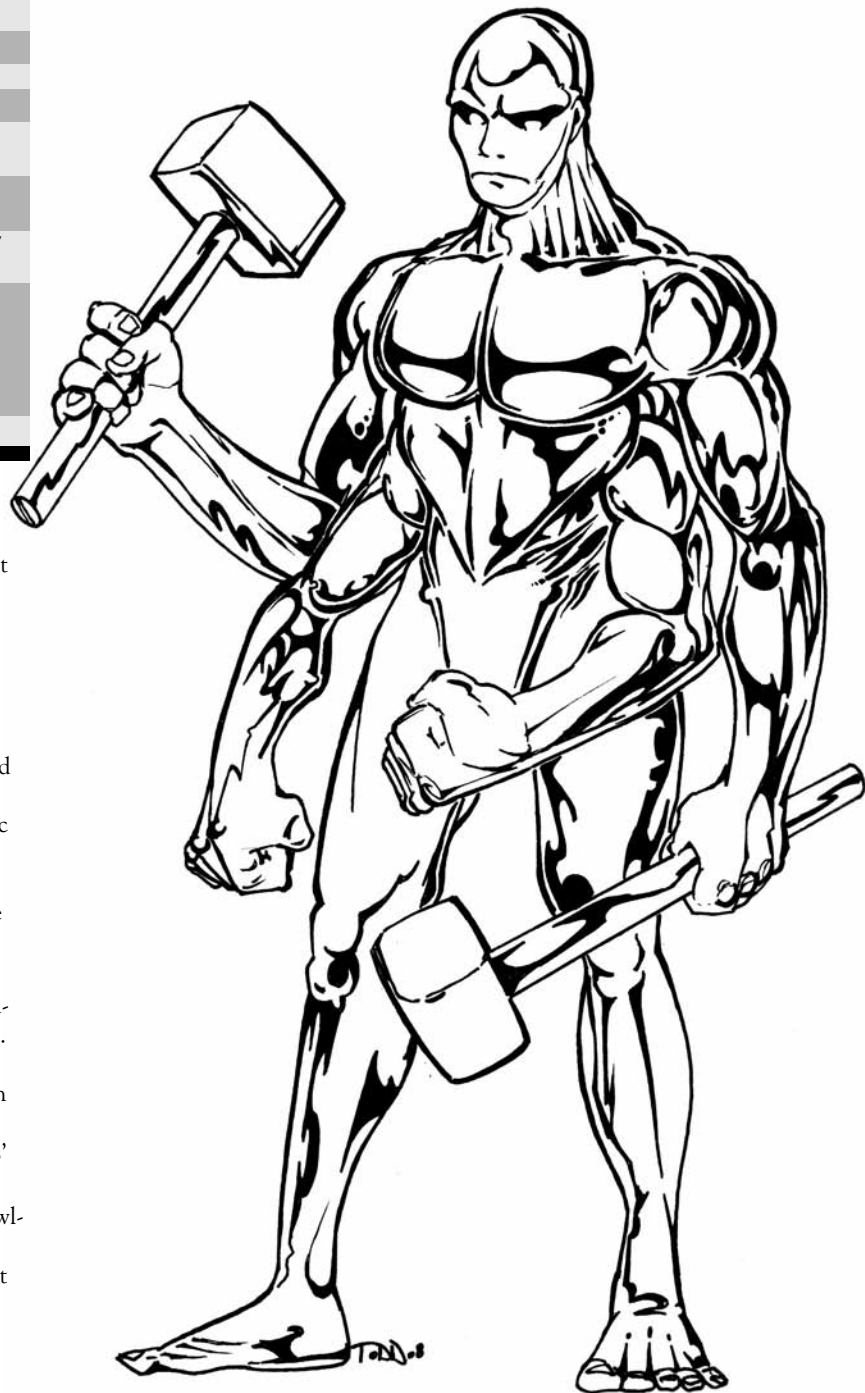
STEEL GIANT LORE

The following information about steel giants can be obtained with a successful Religion check.

DC 25: The race of steel giants is said to be a gift from the god Hedrada the Citybuilder to Corean the Avenger, after Corean helped Hedrada defeat the titan Hrinruuk the Hunter. In an epic battle, Hrinruuk vanquished Hedrada, took the god up by his bloody mantle, and made to cast Hedrada into a great void. However, Corean intervened and crippled the titan with a single mighty blow.

In gratitude to Corean and in appreciation of Corean's affinity for craftwork, Hedrada slaughtered Hrinruuk's servitors and reincarnated them as steel giants, forgers of volcanic metal and rock. To this day, the steel giants work for Corean, providing the god with raw materials for his forge. They delve deeply into the earth below the volcanic ranges to pump out fresh magma from which they smelt mithral to forge armor. Unfortunately, the steel giants' activities can cause volcanic eruptions on the surface world.

Many smiths, particularly dwarves, seek the metallurgical knowledge that these giants possess. Others dream of finding these metallic giants' lairs, for it is told that they have treasure brought from the bowels of the world that makes a dragon's trove seem a pittance.



Elder Steel Giant	Level 19 Elite Soldier
Huge immortal humanoid (earth, giant)	XP 4,800
Initiative +12 Senses Perception +12; low-light vision	
HP 374; Bloodied 187	
AC 37; Fortitude 38, Reflex 30, Will 31	
Immune disease, fire, poison; Resist 20 cold; Vulnerability 10 lightning	
Saving Throws +2	
Speed 8	
Action Points 1	
⊕ Fiery Maul (standard; at-will) • Fire, Weapon Reach 3; +26 vs. AC; 3d8+10 damage plus 1d8 fire damage, and the target is marked until the end of the elder steel giant's next turn.	
⊗ Throwing Hammer (standard; at-will) • Weapon Ranged 15/30; +26 vs. AC; 2d10+10 damage.	
‡ Sweeping Blow (standard; at-will) • Weapon The elder steel giant makes a fiery maul attack against two Medium or smaller targets; on a hit, the target is pushed 3 squares and knocked prone.	
Metal Healing (immediate interrupt, when hit by a metal weapon; encounter) • Healing The elder steel giant takes no damage from the attack; instead, it heals 93 hit points.	
Swat (immediate reaction, when an enemy moves into a position that flanks the giant; at-will) The elder steel giant targets one creature flanking it: +24 vs. Fortitude; 1d10+8 damage, and the target is pushed 3 squares.	
Alignment Unaligned	Languages Common, Giant
Skills Athletics +24, Dungeoneering +17, History +17, Intimidate +18, Nature +17	
Str 30 (+19)	Dex 13 (+10) Wis 16 (+12)
Con 27 (+17)	Int 17 (+12) Cha 18 (+13)
Equipment maul, 2 throwing hammers	

Elder Steel Giant Tactics

An elder steel giant fights in much the same manner as their lesser brethren, but it is so large and strong that the mere swipe of their mighty hands can knock smaller creatures sprawling.

ENCOUNTER GROUPS

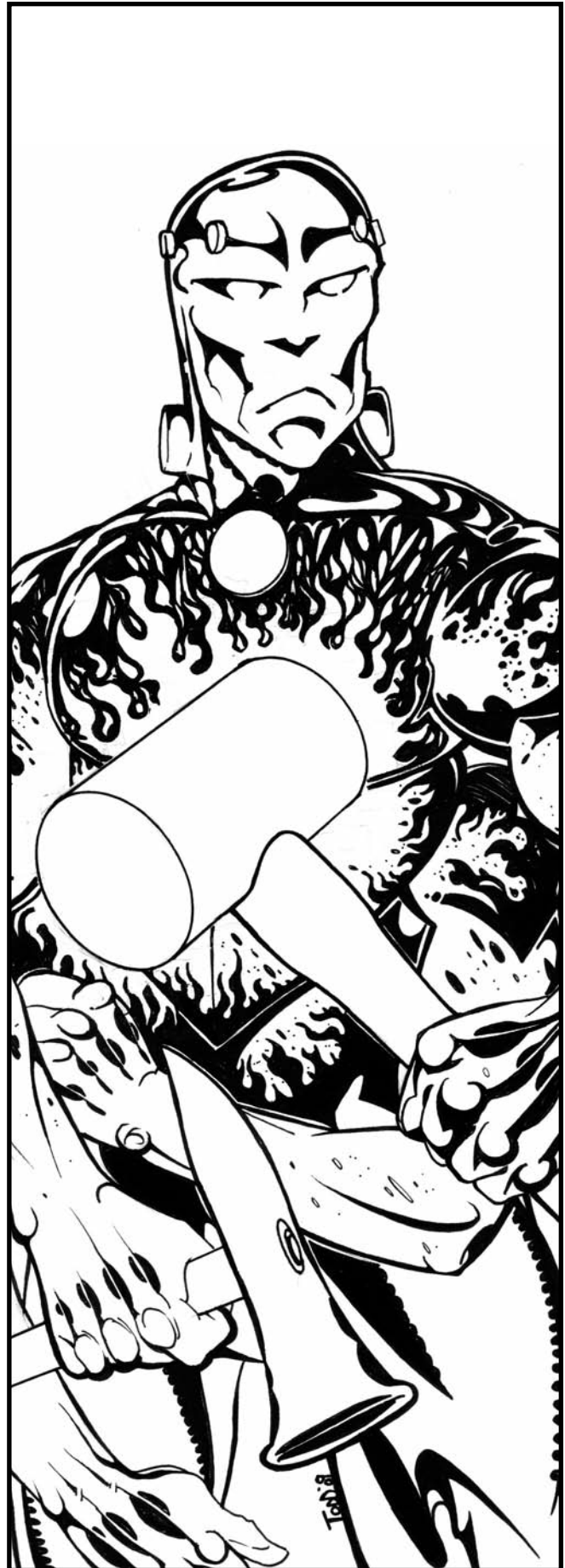
Steel giants are rare, but when encountered they are often in small military companies or family units. Elder steel giants can sometimes be found among powerful creatures of elemental fire.

Level 15 Encounter (XP 6,000)

- 2 salamander archers (level 15 artillery)
- 3 steel giants (level 15 soldier)

Level 19 Encounter (XP 13,200)

- 3 steel giants (level 15 soldier)
- 2 elder steel giants (level 19 elite soldier)



COMMON GOBLINS IN THE SCARRED LANDS were once all like those of other worlds, but a few unusual breeds have evolved, saturated with the essences of various gods and titans. These vicious creatures were among the titans' first attempts at creating humanoid; however, they were quickly left aside in favor of more useful minions. The bitter, abandoned creatures soaked up aspects of Scarn in their primordial state, evolving into twisted varieties of goblinoid.

BELSAMAUG

Belsamaug		Level 5 Skirmisher
Small shadow humanoid		XP 200
Initiative +7 Senses Perception +8; darkvision		
HP 59; Bloodied 29		
AC 19; Fortitude 15, Reflex 18, Will 17		
Speed 6; see also <i>fleetfoot strike</i>		
⚔ Dagger (standard; at-will) • Weapon +10 vs. AC; 1d4+4 damage.		
🌀 Thrown Dagger (standard; at-will) • Weapon Ranged 5/10; +10 vs. AC; 1d4+3 damage.		
⚡ Fleetfoot Strike (standard; at-will) • Weapon The belsamaug may move 6 squares and make a melee basic attack.		
Combat Advantage The belsamaug deals an extra 1d6 damage to any target it has combat advantage against.		
Invisibility The belsamaug is invisible in dim light or darkness. Other belsamaug can see their invisible ally normally.		
Alignment Chaotic evil	Languages Common, Goblin	
Skills Acrobatics +10, Stealth +10		
Str 13 (+3)	Dex 16 (+5)	Wis 12 (+3)
Con 11 (+2)	Int 10 (+2)	Cha 10 (+2)
Equipment leather armor, 7 daggers		

Belsamaug Tactics

Like wolves, belsamaug attack in packs, herding a victim until it lies exhausted and unable to put up a fight. They rely heavily on their *fleetfoot strike* to dart in and out of the shadows, slashing with their steely knives.

BELSAMAUG LORE

The following information about belsamaug can be obtained with a successful Arcana check.

DC 15: When the moon looks down upon the Scarred Lands, Belsameth's children roam the night and hunt unwary prey. The belsamaug were once a vicious race of goblinoids, twisted and "blessed" by Belsameth; sinister creatures, if one can see them to judge, they emphasize their narrow frames and opal eyes with skintight leather, and often adorn themselves with past victims' knives and daggers, which they usually keep as trophies of their kills.

DC 20: Belsamaug only appear at night or in underground darkness; their most terrifying trait is that they can be seen only in moonlight. Only bright light reveals a belsamaug, so even the most acute visual senses are worthless against them in darkness. A belsamaug often taunts its opponents in this way, darting invisibly from one shadow to the next. It is said that belsamaug can sniff out the wounded, the ill, and the infirm from miles away, and relentlessly pursue such weak opponents.



Belsamaug Shadowfiend		Level 8 Controller (Leader)
Small shadow humanoid		XP 350
Initiative +7 Senses Perception +11; darkvision		
Shadow Shroud aura 6; all belsamaug in the aura gain the <i>shadow shift</i> ability		
HP 86; Bloodied 43		
AC 22; Fortitude 19, Reflex 20, Will 20		
Speed 6; see also <i>shadow shift</i>		
⚔ Dagger (standard; at-will) • Weapon +13 vs. AC; 1d4+3 damage.		
🌀 Shadow Blade (standard; at-will) • Necrotic Ranged 5; +12 vs. Reflex; 2d6+3 necrotic damage, and the target is blinded and slowed (save ends both).		
🌑 Belsameth's Cloak (standard; sustain minor; recharge ⏸️) • Zone Area burst 3 within 10; this power creates a cloud of inky darkness that remains in place until the end of the belsamaug shadowfiend's next turn. The cloud blocks line of sight for all creatures, and any creature entirely within the zone is blinded until it exits. Belsamaug may see through the cloud normally and are not blinded.		
Combat Advantage The belsamaug shadowfiend deals an extra 1d6 damage to any target it has combat advantage against.		
Invisibility The belsamaug shadowfiend is invisible in dim light or darkness. Other belsamaug can see their invisible ally normally.		
🌀 Shadow Shift (move, when in dim light or darkness; at-will) • Teleportation The belsamaug teleports 6 squares; it must end its move in an area of dim light or darkness, or the teleport fails.		
Alignment Chaotic evil	Languages Common, Goblin	
Skills Arcana +10, History +10, Stealth +12		
Str 15 (+6)	Dex 17 (+7)	Wis 14 (+6)
Con 14 (+6)	Int 12 (+5)	Cha 17 (+7)
Equipment leather armor, dagger		

Belsamaug Shadowfiend Tactics

Perhaps the most terrifying ability of the belsamaug shadowfiend is its ability to grant *shadow shift* to its allies, enabling packs of belsamaug to shift about like the shadows they inhabit. The shadowfiend normally lurks at the edge of a fight, attacking with its *shadow blade* and using *Belsameth's cloak* to negate any light sources used by its enemies.

ENCOUNTER GROUPS

Belsamaug usually travel in packs; in this fashion, they are experts at luring and herding prey. They prefer easy targets, and their keen senses allow them to track a victim through the harshest of climates.

While most of these vile creatures stick to rural roads, more than a few have found their way into tents and even country estates. Woe to the city with belsamaug in its streets.

Level 3 Encounter (XP 825)

- 5 coal goblin sneaks (level 2 lurker)
- 1 belsamaug (level 5 skirmisher)

Level 8 Encounter (XP 1,900)

- 6 belsamaug (level 5 skirmisher)
- 2 belsamaug shadowfiends (level 8 controller)

GOBLIN, COAL



Coal Goblin		Level 2 Minion
Small natural humanoid		XP 31
Initiative +3	Senses Perception +1; darkvision	
HP 1; a missed attack never damages a minion		
AC 15; Fortitude 12, Reflex 15, Will 12		
Speed 6; see also <i>coal goblin tactics</i>		
⊕ Dagger (standard; at-will) • Weapon +6 vs. AC; 4 damage (5 damage if the coal goblin has combat advantage against the target).		
Coal Goblin Tactics (move, only in dim light or darkness; at-will) The coal goblin shifts 3 squares.		
Alignment Evil	Languages Common, Goblin	
Skills Dungeoneering +6, Stealth +7, Thievery +7		
Str 13 (+1)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 10 (+0)	Cha 8 (-1)
Equipment leather armor, dagger		

Coal Goblin Tactics

Coal goblins never get involved in straight-up fights if they can help it. If they cannot overcome their opponents with superior numbers, traps, and sneak attacks, they retreat in order to fight another time.

Coal Goblin Sneak		Level 2 Lurker
Small natural humanoid		XP 125
Initiative +7	Senses Perception +2; darkvision	
HP 31; Bloodied 15		
AC 16; Fortitude 13, Reflex 15, Will 13		
Speed 6; see also <i>coal goblin tactics</i> and <i>tricky shuffle</i>		
⊕ Dagger (standard; at-will) • Weapon +7 vs. AC; 1d4+3 damage.		
Combat Advantage The coal goblin sneak deals an extra 1d6 damage to any target it has combat advantage against.		
Coal Goblin Tactics (move, only in dim light or darkness; at-will) The coal goblin shifts 3 squares.		
Tricky Shuffle (move; encounter) The coal goblin sneak shifts 1 square. If it ends its move adjacent to an enemy, the goblin gains combat advantage against that enemy with its next melee attack. This attack must take place before the end of the coal goblin's next turn, or the advantage is lost.		
Alignment Evil	Languages Common, Goblin	
Skills Dungeoneering +7, Stealth +9, Thievery +9		
Str 13 (+2)	Dex 17 (+4)	Wis 12 (+2)
Con 13 (+2)	Int 10 (+1)	Cha 8 (+0)
Equipment leather armor, dagger		

Coal Goblin Sneak Tactics

Coal goblin sneaks always rely on stealth and the cover of darkness, using *coal goblin tactics* and *tricky shuffle* to shift about and gain combat advantage.



Coal Goblin Warrior **Level 3 Skirmisher**
Small natural humanoid **XP 150**

Initiative +6 **Senses** Perception +2; darkvision
HP 46; **Bloodied** 23
AC 17; **Fortitude** 15, **Reflex** 16, **Will** 14
Speed 6; see also *coal goblin tactics* and *sniper's step*

⊕ **Short Sword** (standard; at-will) • **Weapon**
+8 vs. AC; 1d6+2 damage.

⤵ **Shortbow** (standard; at-will) • **Weapon**
Ranged 15/30; +8 vs. AC; 1d8+3 damage.

⤵ **Sniper's Step** (standard; at-will) • **Weapon**
The coal goblin warrior makes a ranged basic attack, and may shift 1 square either before or after the attack.

Combat Advantage
The coal goblin warrior deals an extra 1d6 damage to any target it has combat advantage against.

Coal Goblin Tactics (move, only in dim light or darkness; at-will)
The coal goblin may shift 3 squares.

Alignment Evil **Languages** Common, Goblin
Skills Dungeoneering +7, Stealth +9, Thievery +9
Str 15 (+3) **Dex** 17 (+4) **Wis** 12 (+2)
Con 14 (+3) **Int** 10 (+1) **Cha** 8 (+0)

Equipment leather armor, short sword, shortbow, quiver and 20 arrows

Coal Goblin Warrior Tactics

Coal goblin warriors, like others of their kind, use traps and stealth to ambush their opponents; they prefer missile fire to melee combat, and rely on guerilla tactics to fight on their own terms. If cornered, they fight like rabid animals, being considerably tougher than they look. If a way out exists, they rarely stand and fight unless the advantage of numbers is clearly theirs.



Coal Goblin Deepstabber **Level 5 Elite Lurker**
Small natural humanoid **XP 400**

Initiative +10 **Senses** Perception +8; darkvision
HP 102; **Bloodied** 51
AC 21; **Fortitude** 18, **Reflex** 20, **Will** 16
Saving Throws +2
Speed 6; see also *coal goblin tactics* and *tricky shuffle*
Action Points 1

⊕ **Dagger** (standard; at-will) • **Weapon**
+10 vs. AC; 1d4+4 damage.

⊕ **Deep Stab** (standard; at-will) • **Weapon**
+8 vs. Reflex; 2d4+4 damage, and the target is slowed (save ends).

Combat Advantage
The coal goblin deepstabber deals an extra 2d6 damage to any target it has combat advantage against.

Coal Goblin Tactics (move, only in dim light or darkness; at-will)
The coal goblin shifts 3 squares.

Tricky Shuffle (move; recharge [1])
The coal goblin deepstabber shifts 3 squares. If it ends its move adjacent to an enemy, the goblin gains combat advantage against that enemy with its next melee attack. This attack must take place before the end of the deepstabber's next turn, or the advantage is lost.

Alignment Evil **Languages** Common, Goblin
Skills Dungeoneering +8, Stealth +11, Thievery +11
Str 14 (+4) **Dex** 19 (+6) **Wis** 13 (+3)
Con 15 (+4) **Int** 12 (+3) **Cha** 14 (+4)

Equipment leather armor, dagger

Coal Goblin Deepstabber Tactics

A coal goblin deepstabber is a deadly enemy, slipping out from the shadows to skewer targets with their long, thin daggers. Deepstabbers tend to work alone as advanced scouts, but when encountered in numbers they are at their most lethal.

Coal Goblin Daggerpriest		Level 6 Artillery (Leader)	
Small natural humanoid		XP 250	
Initiative +6	Senses Perception +6; darkvision		
HP 55; Bloodied 27; see also <i>healing burst</i>			
AC 18; Fortitude 17, Reflex 18, Will 19			
Speed 6; see also <i>coal goblin tactics</i>			
⊕ Dagger (standard; at-will) • Weapon +13 vs. AC; 1d4+3 damage.			
⊗ Forcedagger (standard; at-will) • Force Ranged 10; +11 vs. Reflex; 2d4+3 damage.			
Combat Advantage The coal goblin daggerpriest deals an extra 1d6 damage to any target it has combat advantage against.			
Coal Goblin Tactics (move, only in dim light or darkness; at-will) The coal goblin shifts 3 squares.			
Healing Burst (immediate reaction, when first bloodied; encounter) • Healing Close burst 5; the coal goblin daggerpriest and all allies within the burst regain 9 hit points.			
Last Gasp (immediate reaction, when an ally within range becomes bloodied; recharge Ⓜ; Ⓜ) Ranged 10; the ally makes a melee basic attack.			
Alignment Evil	Languages Common, Goblin		
Skills Dungeoneering +11, Religion +9, Stealth +11, Thievery +11			
Str 11 (+3)	Dex 16 (+6)	Wis 17 (+6)	
Con 13 (+4)	Int 13 (+4)	Cha 15 (+5)	
Equipment leather armor, dagger			

Coal Goblin Daggerpriest Tactics

Coal goblin daggerpriests enter melee combat only as a last resort, instead preferring to lead from a safe distance to the rear, using *forcedagger* and *last gasp* to support their followers.



COAL GOBLIN LORE

The following information about coal goblins can be obtained with a successful Nature check.

DC 15: Before the Titanswar, many kinds of goblinoids lived all across Scarn. Humanoid vermin, they inhabited polluted portions of the world and were dedicated to malice. However, the Titanswar destroyed many goblin warrens, and entire clans were wiped out merely for happening to be in an army's or a dragon's way.

Those who fought died, but those who hid survived. The largest and most dangerous clan of survivors became the coal goblins, creatures with jet-black skin and an exceptional aptitude for stealth. Their leaders took them deep underground, emerging from time to time only to watch the progress of the war. During this troubled time, the coal goblins learned to pray — and Belsameth, goddess of assassins, answered.

DC 20: Coal goblins ply the trade of murder. Although they grow mushrooms and hunt for subsistence, they also waylay sleeping travelers for their goods. A good portion of their income comes from the faithful of Belsameth, however: many a Belsamite priest knows how to contact a nest of coal goblins should they be needed. Some nests have even moved quietly into the cities, where they lair in sewers and tunnels. They emerge in secret to victimize the urban population and fulfill their own needs. And as always, they keep their patroness in their prayers.

ENCOUNTER GROUPS

Coal goblins are usually encountered in small assault teams outside their dark lairs, but can occasionally be found in the company of belsamaug or other followers of the Dark Mistress, Belsameth.

Level 2 Encounter (XP 693)

- 3 coal goblins (level 2 minion)
- 4 coal goblin warriors (level 3 skirmisher)

Level 6 Encounter (XP 1,325)

- 3 coal goblin sneaks (level 2 lurker)
- 2 coal goblin warriors (level 3 skirmisher)
- 1 coal goblin deepstabber (level 5 elite lurker)
- 1 coal goblin daggerpriest (level 6 artillery)

GOBLIN, SPIDER-EYE

Spider-Eye Goblin	Level 2 Minion
Small aberrant humanoid	XP 31
Initiative +2 Senses Perception +2; low-light vision	
HP 1; a missed attack never damages a minion	
AC 14; Fortitude 13, Reflex 15, Will 13	
Resist 5 poison	
Speed 6, climb 4	
⊕ Claws (standard; at-will) +6 vs. AC; 5 damage.	
⊕ Javelin (standard; at-will) • Weapon Ranged 10/20; +6 vs. AC; 3 damage.	
Spider Eyes The spider-eye goblin can't be flanked.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +3, Stealth +5, Thievery +5	
Str 11 (+0)	Dex 14 (+2) Wis 10 (+0)
Con 10 (+0)	Int 9 (-1) Cha 6 (-2)
Equipment 2 javelins	

Spider-Eye Goblin Tactics

Spider-eye goblins, like other goblinoids, rely on ambush, making use of their natural climbing ability to hide in tree canopy or cavern ledges whence they rain javelins down upon their prey.



SPIDER-EYE GOBLIN LORE

The following information about spider-eye goblins can be obtained with a successful Dungeoneering check.

DC 15: Spider-eye goblins were infused with arachnid essences during their birth, becoming one of the most hideous of an already ugly race. Spider-eyes breed quickly, but fortunately the female often eats the male during mating, helping to keep their disgusting population in check.

DC 20: These multi-limbed, multi-eyed goblins make their lairs in deep jungle caves or in dark caverns close to the land's surface. After the titans fell, most tribes took to worshipping the demigoddess Sethris, demon-witch of the web.

Spider-Eye Goblin Warrior	Level 2 Skirmisher
Small aberrant humanoid	XP 125
Initiative +5	Senses Perception +3; low-light vision
HP 36; Bloodied 18	
AC 16; Fortitude 14, Reflex 15, Will 13	
Resist 5 poison	
Speed 6, climb 6	
⊕ Twin Claw Strike (standard; at-will) • Poison The spider-eye goblin warrior makes two claw attacks against the same target: Claw, +7 vs. AC; 1d6+1 damage. If both claw attacks hit, the spider-eye warrior makes a secondary attack. <i>Secondary Attack:</i> +5 vs. Fortitude; ongoing 3 poison damage (save ends).	
⊕ Javelin (standard; at-will) • Weapon Ranged 10/20; +7 vs. AC; 1d6+2 damage.	
Spider Eyes The spider-eye goblin can't be flanked.	
Sprawling Scuttle The spider-eye goblin warrior does not grant combat advantage while climbing.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +7, Stealth +8, Thievery +8	
Str 13 (+2)	Dex 15 (+3) Wis 10 (+1)
Con 12 (+2)	Int 9 (+0) Cha 6 (-1)
Equipment 3 javelins	

Spider-Eye Goblin Warrior Tactics

Spider-eye goblin warriors are ferocious but not courageous; in a fight against foes more numerous than themselves, a leaderless band demonstrates typical goblin cowardice. Though not bright, they are cunning with traps.





Spider-Eye Goblin Champion		Level 5 Brute
Small aberrant humanoid		XP 200
Initiative +5	Senses Perception +5; low-light vision	
HP 76; Bloodied 38		
AC 17; Fortitude 17, Reflex 17, Will 16		
Resist 5 poison		
Speed 6, climb 6 (spider climb)		
⊕ Twin Claw Strike (standard; at-will) • Poison		
The spider-eye goblin champion makes two claw attacks against the same target: Claw , +8 vs. AC; 1d6+2 damage. If both claw attacks hit, the spider-eye champion makes a secondary attack. Secondary Attack : +6 vs. Fortitude; ongoing 5 poison damage (save ends).		
⊖ Frenzied Slash (standard; at-will)		
The spider-eye goblin champion makes two twin claw strike attacks (four claw attacks total).		
Deadly Pounce		
When it charges, the spider-eye goblin champion may attack using frenzied slash.		
Savage Scuttle		
The spider-eye goblin champion does not grant combat advantage while climbing, and it may charge and shift normally while climbing.		
Spider Eyes		
The spider-eye goblin can't be flanked.		
Alignment Evil	Languages Common, Goblin	
Skills Athletics +9, Stealth +10, Thievery +10		
Str 15 (+4)	Dex 17 (+5)	Wis 13 (+3)
Con 16 (+5)	Int 9 (+1)	Cha 6 (+0)

Spider-Eye Goblin Champion Tactics

Unlike other spider-eye goblins, champions are so ferocious that they rarely flee from combat; in fact, the presence of an unbloodied champion is often enough to buoy the spirits of other spider-eyes, keeping them from fleeing as well.

Spider-eye goblin champions launch themselves into the fray at first opportunity, charging down walls or vines to use their *deadly pounce*.

ENCOUNTER GROUPS

A sizable spider-eye goblin tribe keeps deathjump spiders and giant wolfspiders as trained mounts. One particularly large tribe near the Swamps of Kan Thet is widely renowned for these spider-mounts.

Level 2 Encounter (XP 498)

- 8 spider-eye goblins (level 2 minion)
- 3 spider-eye goblin warriors (level 2 skirmisher)

Level 6 Encounter (XP 1,250)

- 4 spider-eye goblin warriors (level 2 skirmisher)
- 1 envenomed* spider-eye goblin champion (level 5 elite brute)
- 1 giant wolfspider websteed (level 5 soldier)

* See *Envenomed* template in *Appendix One*.

LEGION OF ONE

A LEGION OF ONE APPEARS AS A MONSTROUS GOBLIN-LIKE CREATURE with dull, gray skin; red, beady eyes; and massive metallic fangs. Its long, lanky arms end in wicked, black iron claws. Constantly roiling and shuddering, the creature's flesh is rubbery and slimy to the touch, and small humanoid creatures can be seen pushing outward against its skin, occasionally breaking halfway out and bleating pitifully before disappearing back into the legion's body with a sickening slurping noise. If the legion so chooses, it can allow these creatures to escape from its body and go forth to do its bidding. Many legions use these spawn to scout out areas for potential targets.

Enterprising legions of one sometimes send their offspring into human towns to search out particularly rich residents and steal their treasure. If the risk is warranted, a legion sometimes stomps into town personally and takes what it wants, relying on its spawn to scout out its path so it might strike at the most opportune moment. Some legions direct their spawn to start fires or launch diversionary attacks, allowing the legion enough time to rush in, grab the loot, and flee for the hills before the town guard can react. The connection between the legion and its spawn allows them to work together in a highly coordinated and effective manner.

Legions delight in torturing and devouring other humanoids, but especially elves and dwarves.



Legion of One Spawn		Level 10 Skirmisher
Medium aberrant humanoid (swarm)		XP 500
Initiative +10	Senses Perception +6; low-light vision	
HP 101; Bloodied 50		
AC 24; Fortitude 22, Reflex 23, Will 21		
Resist 5 acid; half damage from melee and ranged attacks; Vulnerable 10 area and close attacks		
Speed 6		
⊕ Legion of Claws (standard; at-will) +15 vs. AC; 2d6+3 damage.		
⊖ Swarming Tide (standard; at-will) +13 vs. Reflex; 2d6+3 damage; the legion of one spawn shifts 1 square into the target's space, then shifts to any unoccupied square adjacent to the target. The spawn gains combat advantage against the target until the end of the spawn's next turn.		
Combat Advantage The legion of one spawn deals an extra 2d6 damage to any target it has combat advantage against.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will) The legion of one spawn shifts 1 square.		
Alignment Evil	Languages Goblin	
Skills Athletics +12, Stealth +13, Thievery +13		
Str 14 (+7)	Dex 17 (+8)	Wis 12 (+6)
Con 13 (+6)	Int 8 (+4)	Cha 8 (+4)

Legion of One Spawn Tactics

A legion of one spawn roils about the battlefield, seeking always to place itself in position to grant flanking bonuses with other spawn or with the legion itself.

LEGION OF ONE LORE

The following information about legions of one can be obtained with a successful Dungeoneering check.

DC 15: Legions of one are the remains of several tribes of goblins that once lived along the shores of the Blood Sea. When Kadum was first sundered and chained in the depths of the sea, a massive tidal wave of his blood washed over the goblins' enclave, killing the goblins and wiping their settlement from the face of Scarn. Blended with the essence of Kadum's foul being, the first legions of one emerged from the resulting puddle of organic matter.

DC 20: New legions are formed when a legion's spawn somehow breaks free of its creator. This event occurs naturally about once every five years for each legion and can also occur when a legion of one is slain while it still has active spawn, in which case all such active spawn become free. A freed spawn quickly begins to devour everything it can find, slowly ballooning to the size of a new legion of one. The local population of legions of one can explode very quickly if but a single legion is slain while it still has dozens of active spawn.

DC 25: Some powerful legions claim to receive visions from the titan Kadum and work to return him to his former glory.

Legion of One		Level 15 Brute (Leader)	
Huge aberrant humanoid		XP 1,200	
Initiative +8	Senses Perception +7; low-light vision		
Legion's Mind aura 10; all goblins within the aura gain a +2 bonus to AC			
HP 180; Bloodied 90			
AC 28; Fortitude 28, Reflex 26, Will 26			
Resist 10 acid			
Regeneration 10 (if the legion of one takes fire damage, regeneration doesn't function on its next turn)			
Speed 8			
⬇️ Claw (standard; at-will)	Reach 3; +18 vs. AC; 2d6+6 damage.		
⬇️ Double Attack (standard; at-will)	The legion of one makes two claw attacks.		
⬅️ Acid Vomit (standard; recharge Ⓜ️Ⓜ️Ⓜ️) • Acid	Close blast 2; +14 vs. Reflex; 2d8+5 acid damage.		
Threatening Reach			
A legion of one can make opportunity attacks against all enemies within its reach (3 squares).			
Generate Spawn (move; recharge Ⓜ️Ⓜ️)			
The legion of one creates a swarm of runty goblinoid spawn (see <i>stats above</i>) that detaches from its own body. The swarm remains in constant telepathic contact with the legion that spawned it, and it obeys the legion's orders without question. The legion of one cannot use generate spawn more than twice per encounter, nor can it have more than two active spawns at any given time. Defeated spawns generated by a legion of one add their XP value to the total for the encounter.			
Alignment Evil	Languages Common, Goblin		
Skills Athletics +18, Intimidate +13			
Str 23 (+13)	Dex 12 (+8)	Wis 11 (+7)	
Con 20 (+12)	Int 13 (+8)	Cha 12 (+8)	

Legion of One Tactics

A legion of one relies on its spawn to harass enemies, using its long reach to rake foes bogged down in combat with its spawn. If threatened directly, it uses its *acid vomit* to wear down enemies. If sorely pressed, a legion will sometimes beg for mercy, offering bribes in return for its life. However, if spared, the legion will dispatch a few of its spawn to monitor the victors, carefully watching for its chance at revenge.

ENCOUNTER GROUPS

A legion of one is typically lazy and greedy, depending on its spawn to bring it food and to maintain its lair. They sometimes work with other humanoid tribes or evil overlords for treasure and food.

Level 15 Encounter (XP 6,000)

- 3 legions of one (level 15 brute)
- 1 high gorgon blood witch (level 15 elite controller)



Goblin

GOBLIN BEAR

GOBLIN BEARS ARE, IN FACT, NEITHER GOBLIN NOR BEAR, but something more closely akin to giant wolverines. These voracious omnivores have earned their name through aggressive assaults on travelers' campsites.

GOBLIN BEAR LORE

The following information about goblin bears can be obtained with a successful Nature check.

DC 15: Constantly searching for food to ease their nearly insatiable appetites, goblin bears have been known to walk brazenly into a camp and begin rooting through packs in search of provisions. Most travelers familiar with the creatures' habits choose wisely to stand aside and let the bear eat what it finds, because the goblin bear is easily enraged, fighting drawn out, bloody battles over little more than a moldy biscuit or a strip of beef jerky.

DC 20: If left alone, goblin bears are generally lazy creatures that eat what they can easily reach, ignoring the outraged cries of the camp, and then move on without incident. On a more sinister note, however, there have been reports of some goblin bears that have developed an unwholesome taste for fresh meat, being a far greater danger to unsuspecting travelers than others of their kind.

Goblin Bear		Level 9 Elite Controller	
Medium natural beast		XP 800	
Initiative +4		Senses Perception +10; low-light vision	
HP 200; Bloodied 100; see also <i>dying strike</i>			
AC 25; Fortitude 25, Reflex 22, Will 19; see also <i>spines</i>			
Saving Throws +2			
Speed 8			
Action Points 1			
⊕ Bite (standard; at-will) +14 vs. AC; 1d8+5 damage, and the target is grabbed (until escape).			
⊕ Claw (standard; at-will) +14 vs. AC; 1d6+5 damage, and the target is marked until the end of the goblin bear's next turn.			
↓ Double Attack (standard; at-will) The goblin bear makes two claw attacks. If both claws hit the same target, the target is grabbed (until escape).			
↓ Rending Bite (standard; at-will) Grabbed target only. +13 vs. Fortitude; 2d8+5 damage, and ongoing 5 damage (save ends).			
Dying Strike (immediate reaction, when reduced to 0 hit points) The goblin bear makes a bite attack against an adjacent enemy.			
Spines (immediate reaction, when hit by a melee attack; at-will) +13 vs. Reflex; 1d6 damage. Creatures attacking with reach weapons are unaffected.			
Alignment Unaligned		Languages –	
Str 21 (+9)	Dex 11 (+4)	Wis 13 (+5)	
Con 20 (+9)	Int 2 (+0)	Cha 13 (+5)	

Goblin Bear Tactics

An angered goblin bear is aggressive and fearless, attacking without regard for safety or survival and giving ground to no creature, no matter how big or fearsome. A goblin bear prefers to charge its prey, savaging with claws and fangs and trusting to its *spines* to keep other attackers at bay.

Dire Goblin Bear		Level 13 Elite Controller	
Large natural beast		XP 1,600	
Initiative +7		Senses Perception +14; low-light vision	
HP 266; Bloodied 133; see also <i>dying strike</i>			
AC 29; Fortitude 29, Reflex 26, Will 24; see also <i>spines</i>			
Saving Throws +2			
Speed 8			
Action Points 1			
⊕ Bite (standard; at-will) +18 vs. AC; 2d6+7 damage, and the target is grabbed (until escape).			
⊕ Claw (standard; at-will) Reach 2; +18 vs. AC; 1d8+7 damage, and the target is marked until the end of the dire goblin bear's next turn.			
↓ Double Attack (standard; at-will) The dire goblin bear makes two claw attacks. If both claws hit the same target, the target is grabbed (until escape).			
↓ Rending Bite (standard; at-will) Grabbed target only. +17 vs. Fortitude; 2d10+7 damage, and ongoing 10 damage (save ends).			
Dying Strike (immediate reaction, when reduced to 0 hit points) The dire goblin bear makes a bite attack against an adjacent enemy.			
Spines (immediate interrupt, when hit by a melee attack; at-will) +17 vs. Reflex; 1d8 damage. Creatures attacking with reach weapons are unaffected.			
Alignment Unaligned		Languages –	
Str 24 (+13)	Dex 13 (+7)	Wis 16 (+9)	
Con 21 (+11)	Int 2 (+2)	Cha 15 (+8)	

Dire Goblin Bear Tactics

Like the lesser goblin bear, the dire variety is ferocious when annoyed or when defending its territory, savaging opponents with its terrible claws and *rending bite*.

ENCOUNTER GROUPS

Goblin bears are solitary creatures, but they have been domesticated on occasion. Older dire goblin bear cubs are as powerful as normal goblin bears, and they can sometimes be encountered with their mother.

Level 9 Encounter (XP 2,300)

- 2 goblin bears (level 9 elite controller)
- 1 tauran mystic (level 12 artillery)

Level 13 Encounter (XP 4,000)

- 3 goblin bears (level 9 elite controller)
- 1 dire goblin bear (level 13 elite controller)



GOLEMS OF THE SCARRED LANDS COME IN MANY SHAPES AND SIZES, but they share many qualities in common with other such constructs.

Venom Golem		Level 6 Elite Brute
Medium natural animate (construct)		XP 500
Initiative +3 Senses Perception +2; darkvision		
HP 170; Bloodied 85		
AC 20; Fortitude 21, Reflex 19, Will 18		
Immune disease, poison, sleep		
Saving Throws +2		
Speed 8; can't shift		
Action Points 1		
⬇ Slam (standard; at-will) • Poison +9 vs. AC; 3d6+3 poison damage, and ongoing 5 poison damage (save ends).		
⬇ Double Attack (standard; at-will) The venom golem makes two slam attacks.		
⬇ Golem Rampage (standard; recharge ⏏⏏⏏) The venom golem moves up to 10 squares, even through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.		
✦ Venomous Spit (standard; recharge ⏏⏏⏏) Area burst 1 within 5 squares; +6 vs. Fortitude; 2d6+3 poison damage, plus the target is weakened and takes ongoing 5 poison damage (save ends both).		
Alignment Unaligned		Languages –
Str 17 (+6)	Dex 10 (+3)	Wis 8 (+2)
Con 15 (+5)	Int 3 (-1)	Cha 3 (-1)

Venom Golem Tactics

Serpent golems pursue their opponents with frightening determination, slamming nearby foes with frenzied strength and using their potent *venomous spit* against enemies at range.

VENOM GOLEM LORE

The following information about venom golems can be obtained with a successful Arcana check.

DC 20: During the final months of the Divine War, the servants of Mormo, the Witchmother of Serpents, discovered the means to replenish their depleted ranks by collecting the bodies of their fallen warriors and combining them to create venom golems, constructs of serpent flesh and fluid venom. In the short time these creatures were employed, they caused untold carnage among the armies of the gods.

The divine races made a special point of destroying any tomes they found that detailed the making of these hideous constructs, but it is believed that the knowledge still remains among the titan's most fervent worshipers, and that they have in fact improved upon the magical methods to construct the even more potent serpent golems.

DC 25: Venom golems still defend the hidden shrines to Mormo that dot the Hornsaw Forest and the wastelands of Ghelspad.



Wood Golem		Level 10 Elite Brute
Medium natural animate (construct)		XP 1,000
Initiative +3 Senses Perception +4; darkvision		
HP 254; Bloodied 127		
AC 25; Fortitude 26, Reflex 21, Will 21; see also <i>thorny hide</i>		
Immune disease, sleep; Resist 20 poison; Vulnerability 10 fire		
Saving Throws +2		
Speed 6; can't shift		
Action Points 1		
⊕ Slam (standard; at-will)		
+13 vs. AC; 2d6+4 damage, and the target is dazed until the end of the wood golem's next turn.		
⊕ Double Attack (standard; at-will)		
The wood golem makes two slam attacks.		
⊕ Golem Rampage (standard; recharge ⓂⓂⓂ)		
The wood golem moves up to 8 squares, even through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.		
Thorny Hide (immediate interrupt, when hit by a melee attack; at-will)		
+11 vs. Reflex; 1d6+3 damage. Creatures attacking with reach weapons are immune to this ability.		
Alignment Unaligned		Languages –
Str 18 (+9)	Dex 6 (+3)	Wis 8 (+4)
Con 17 (+8)	Int 3 (+2)	Cha 3 (+2)

Wood Golem Tactics

A wood golem's tactics are simple: It *rampages* through the ranks of its enemies, thereafter relying on its slam attacks and *thorny hide* to deal out as much damage as possible.

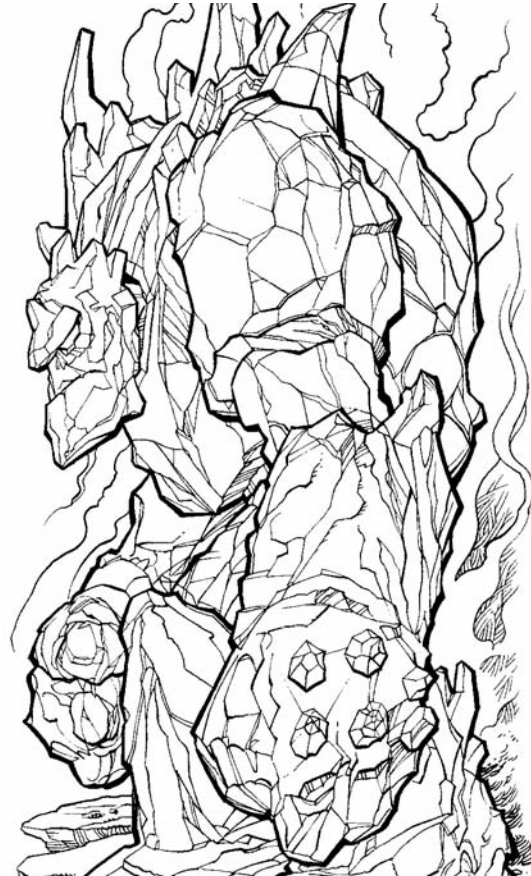
WOOD GOLEM LORE

The following information about wood golems can be obtained with a successful Nature check.

DC 20: Followers of the Earth Mother Denev are divided on the issue of constructing wood golems. Some see it as a heretical practice more akin to arcane magic than natural. Others feel that if the Earth Mother sees fit to grant them their incantations with which to construct a golem, then Denev clearly cannot view these beings as heresy.



GOBLIN BEAR



Ice Golem		Level 16 Elite Controller
Large natural animate (construct)		XP 2,800
Initiative +7 Senses Perception +7; darkvision		
Chill Aura (Cold) aura 3; all living creatures within the aura are slowed (creatures that are resistant or immune to cold may ignore this effect)		
HP 316; Bloodied 158		
AC 32; Fortitude 33, Reflex 28, Will 28		
Immune disease, poison, sleep; Resist 20 cold; Vulnerable 10 fire		
Saving Throws +2		
Speed 6 (ice walk); can't shift		
Action Points 1		
⊕ Slam (standard; at-will) • Cold		
Reach 2; +21 vs. AC; 2d8+7 damage plus 1d6 cold damage, and the target cannot shift until the end of the ice golem's next turn.		
⊕ Double Attack (standard; at-will)		
The ice golem makes two slam attacks.		
⊕ Freezing Curse (standard; recharge ⓂⓂⓂ)		
Reach 2; +20 vs. Reflex; 4d8+7 damage plus ongoing 10 cold damage, and the target is restrained (save ends).		
⊕ Golem Rampage (standard; recharge ⓂⓂⓂ)		
The ice golem moves up to 8 squares, even enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.		
Alignment Unaligned		Languages –
Str 24 (+15)	Dex 8 (+7)	Wis 8 (+7)
Con 22 (+14)	Int 3 (+4)	Cha 3 (+4)

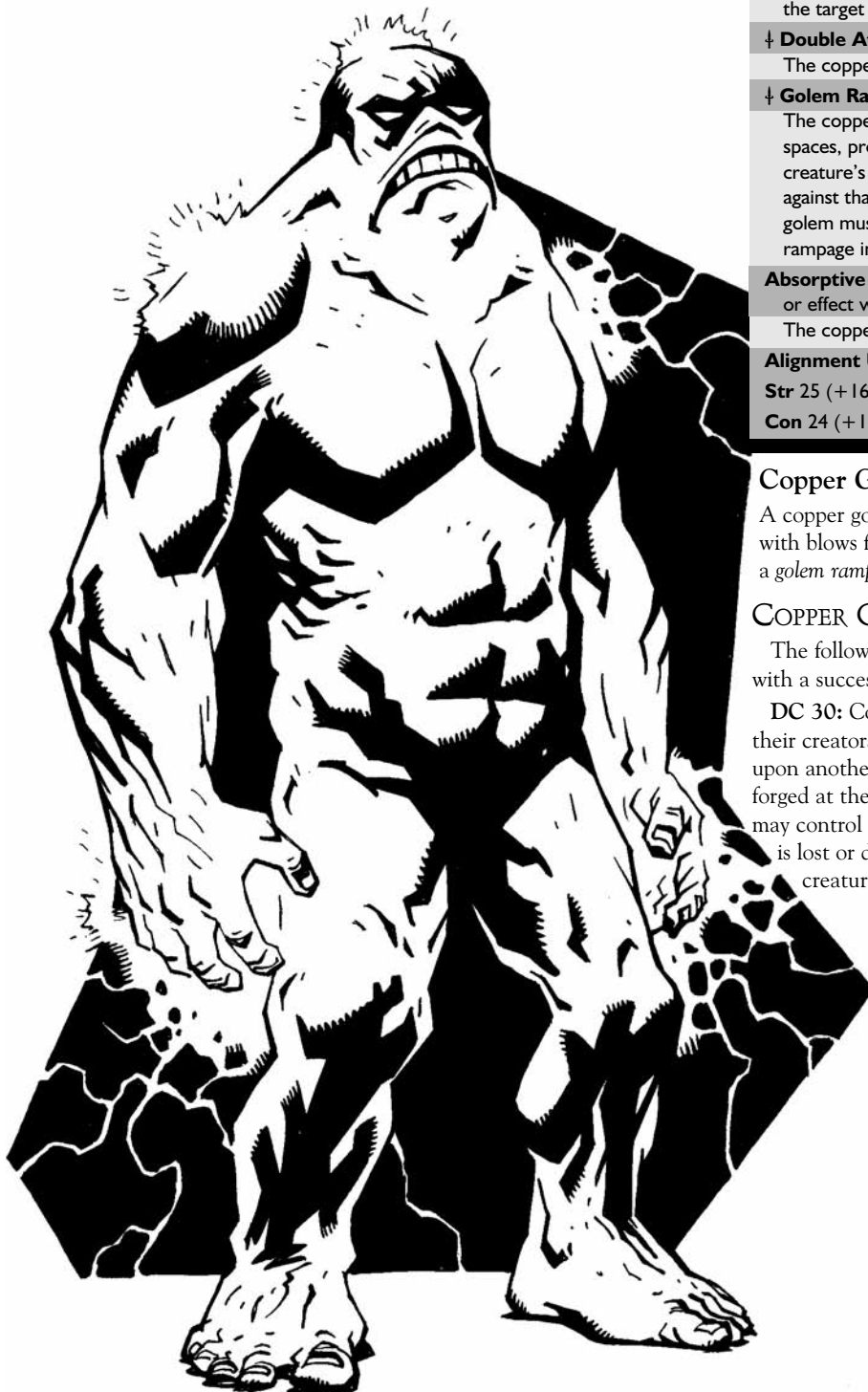
Ice Golem Tactics

An ice golem normally resides, motionless, in arctic conditions, waiting in eternal vigilance to surprise enemies or intruders, bursting forth from the snow or even from the sides of glacial walls to strike powerful blows with its icy fists.

ICE GOLEM LORE

The following information about ice golems can be obtained with a successful Arcana check.

DC 25: Ice golems are thought to have been created by the slarecians, as well as by shamans and priests of the northern wastes: They are often found near slarecian ruins in the wastelands of Albadia and other arctic areas of the Scarred Lands. Ice golems follow the last instructions given to them by their creators, some such orders being as basic as killing anything that passes their warded domain, and others complex behaviors inexplicable to casual observers.



Copper Golem Level 18 Elite Brute

Large natural animate (construct)

XP 4,000

Initiative +8 **Senses** Perception +8; darkvision

HP 428; **Bloodied** 214

AC 32; **Fortitude** 35, **Reflex** 28, **Will** 29

Immune disease, lightning, poison, sleep; **Resist** 10 cold, 10 fire; **Vulnerability** 10 force

Saving Throws +2

Speed 6; can't shift

Action Points 1

⬇ **Slam** (standard; at-will) • **Lightning**

Reach 2; +21 vs. AC; 2d8+7 damage plus 1d6 lightning damage, and the target is dazed (save ends).

⬇ **Double Attack** (standard; at-will) • **Lightning**

The copper golem makes two slam attacks.

⬇ **Golem Rampage** (standard; recharge 2/3) • **Lightning**

The copper golem moves up to 8 squares, even through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.

Absorptive Conduction (immediate reaction, when hit by an attack or effect with the lightning keyword; at-will) • **Healing**

The copper golem gains 21 temporary hit points.

Alignment Unaligned

Languages –

Str 25 (+16)

Dex 8 (+8)

Wis 8 (+8)

Con 24 (+16)

Int 3 (+5)

Cha 3 (+5)

Copper Golem Tactics

A copper golem lurches about the battlefield, felling enemies with blows from its lightning-charged fists. It always begins with a *golem rampage*, and re-uses that power whenever it recharges.

COPPER GOLEM LORE

The following information about copper golems can be obtained with a successful Arcana check.

DC 30: Copper golems obey only the simplest commands of their creators. Alternately, their controllers can bestow command upon another by means of a special copper ring that must be forged at the same time as the golem itself; whoever wears the ring may control the golem via verbal commands. However, if the ring is lost or destroyed, the golem runs amok, attacking the nearest creatures (or objects) with wild abandon.

Lead Golem		Level 23 Elite Controller	
Huge natural animate (construct)		XP 10,200	
Initiative +10 Senses Perception +10; darkvision			
HP 444; Bloodied 222			
AC 36; Fortitude 41, Reflex 34, Will 34			
Immune disease, poison, sleep			
Saving Throws +2			
Speed 6; can't shift			
Action Points 1			
⊕ Slam (standard; at-will)			
Reach 3; +28 vs. AC; 3d6+9 damage, and the target is pushed 1 square, knocked prone, and dazed (save ends).			
⊕ Double Attack (standard; at-will)			
The lead golem makes two slam attacks.			
⊕ Golem Rampage (standard; recharge ⓂⓃⓂⓃ)			
The lead golem moves up to 8 squares, even through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.			
⊕ Poison Gas (minor; recharge ⓂⓃ)			
Close blast 4; +27 vs. Fortitude; 1d6+10 poison damage plus ongoing 10 poison damage (save ends), and the target is weakened (save ends) and slowed until the end of the golem's next turn.			
Alignment Unaligned		Languages –	
Str 29 (+20)	Dex 8 (+10)	Wis 8 (+10)	
Con 30 (+21)	Int 3 (+7)	Cha 3 (+7)	

Lead Golem Tactics

A lead golem always uses its *poison gas* attack when facing two or more enemies. Otherwise, it relies on *golem rampage* and its devastating slam attacks.

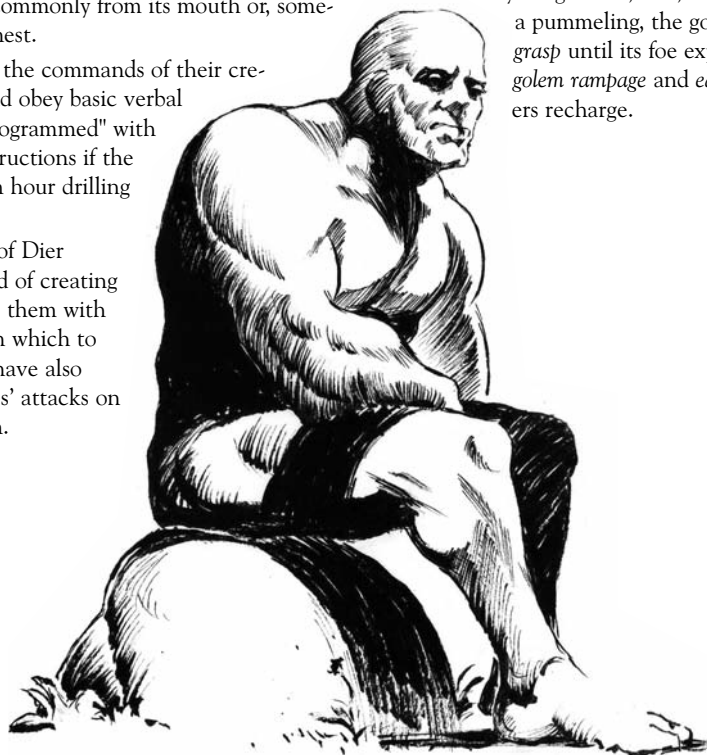
LEAD GOLEM LORE

The following information about lead golems can be obtained with a successful Arcana check.

DC 20: A lead golem's weight would overwhelm the floor structure of most normal buildings, and its fists can batter a small building to rubble in minutes. Its frame includes some aperture that releases poison gas, most commonly from its mouth or, sometimes, from a hole in its chest.

Lead golems follow only the commands of their creators. They understand and obey basic verbal commands, but can be "programmed" with slightly more complex instructions if the controller invests about an hour drilling them into the golem.

DC 30: The dark elves of Dier Drendal are especially fond of creating lead golems, often crafting them with massive clawed hands with which to dig tunnels. Such golems have also been used in the dark elves' attacks on the dwarves of Burok Torn.



Mithril Golem		Level 32 Solo Soldier	
Gargantuan natural animate (construct)		XP 135,000	
Initiative +17 Senses Perception +15; darkvision			
HP 1,485; Bloodied 742			
AC 50; Fortitude 50, Reflex 44, Will 44			
Immune disease, poison, sleep; Resist 30 variable (2/encounter; see Glossary, D&D 4E MONSTER MANUAL)			
Saving Throws +5; see also <i>divine aegis</i>			
Speed 10; can't shift			
Action Points 2			
⊕ Slam (standard; at-will)			
Reach 4; +40 vs. AC; 4d10+12 damage, and the target is grabbed (until escape). If the grabbed creature is Large or smaller, the mithril golem can still make slam attacks normally against other creatures.			
⊕ Crushing Grasp (minor; at-will)			
Grabbed target only. +38 vs. Fortitude; 4d12+12 damage, and the target is stunned (save ends).			
⊕ Double Attack (standard; at-will)			
The mithril golem makes two slam attacks. The mithril golem cannot use this power if it is currently grabbing a Huge or larger enemy.			
⊕ Golem Rampage (standard; recharge ⓂⓃⓂⓃ)			
The mithril golem moves up to 12 squares, even through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The creature remains in its space and is not grabbed, and the golem must leave the space after it attacks. The golem may end its rampage in an occupied space if the occupying creature is Large or smaller.			
⊕ Earthshaking Stomp (standard; recharge ⓂⓃⓂⓃⓂⓃ)			
Close burst 3; +38 vs. Reflex; 3d8+12 damage, and the target is pushed 3 squares, knocked prone, and dazed (save ends).			
Divine Aegis (immediate reaction, when the mithril golem suffers an effect that a save can end; recharge ⓂⓃⓂⓃⓂⓃ)			
The mithril golem rolls a saving throw against the effect.			
Alignment Unaligned		Languages –	
Str 34 (+28)	Dex 8 (+15)	Wis 8 (+15)	
Con 33 (+27)	Int 5 (+13)	Cha 5 (+13)	

Mithril Golem Tactics

The mithril golem uses its monolithic fists to pulverize nearly anything it hits, and, in the rare case that a foe survives such a pummeling, the golem holds its target in a *crushing grasp* until its foe expires. Against multiple foes, it used *golem rampage* and *earthshaking stomp* as often as the powers recharge.

MITHRIL GOLEM LORE

The following information about the mithril golem can be obtained with a successful Arcana or Religion check.

DC 15: Priests of Corean tell the tale that the mithril golem was forged by their god to fight against the titan Kadum in the Divine War. Legend holds that the golem succeeded in holding Kadum by his tail for but an instant, but that that moment was long enough for the bestial titan to be chained and gutted by the gods. However, Kadum's tremendous strength warped and damaged the otherwise indestructible golem. After the Divine War, the golem's purpose fulfilled, Corean left the massive construct behind on the land rather than taking it to the god's home.

While some heretics doubt such an origin, it is certain that following the Divine War, a colossal statue of mithril was discovered on the coast of the Blood Sea. Acting on visions from their god, the priests of Corean constructed a temple around the statue. For the past two centuries, the mithril golem has stood motionless as the Mithril Temple of Corean and a thriving city were built around it. The faithful have no doubt that their god would rouse his golem to action should he ever desire its service — such as to answer the prayers of one of his high priests or to defend the city over which the golem holds its silent vigil.

DC 25: If any doubts the legends of the mithril golem's origin, they need only look to the time when the priests and paladins of Mithril prayed to Corean to deliver unto them weapons of righteousness to cleanse the Blood Sea coast of the titanspawn. A week later, one small finger joint from the towering mithril "statue" miraculously broke off and crashed to the ground. The finger was melted in magical fire and forged into the holy swords of the paladins of Mithril.

ENCOUNTER GROUPS

As constructs formed via magic rituals, golems are usually employed as guardians or attendants of their creators; however, where one guardian resides, more are likely to be found, so golems can be encountered with any number of creatures, good or ill.

Level 6 Encounter (XP 1,402)

- 1 asaatthi baneguard (level 6 soldier)
- 1 venom golem (level 6 elite brute)
- 1 asaatthi witchblade (level 7 controller)
- 4 asaatthi fangs (level 8 minion)

Level 9 Encounter (XP 2,050)

- 1 eladrin twilight incanter (level 8 controller)
- 2 hamadryads (level 8 lurker)
- 1 wood golem (level 10 elite brute)

Level 16 Encounter (XP 7,800)

- 1 lesser icewrack dragon (level 14 solo lurker)
- 1 ice golem (level 16 elite controller)

Level 17 Encounter (XP 8,800)

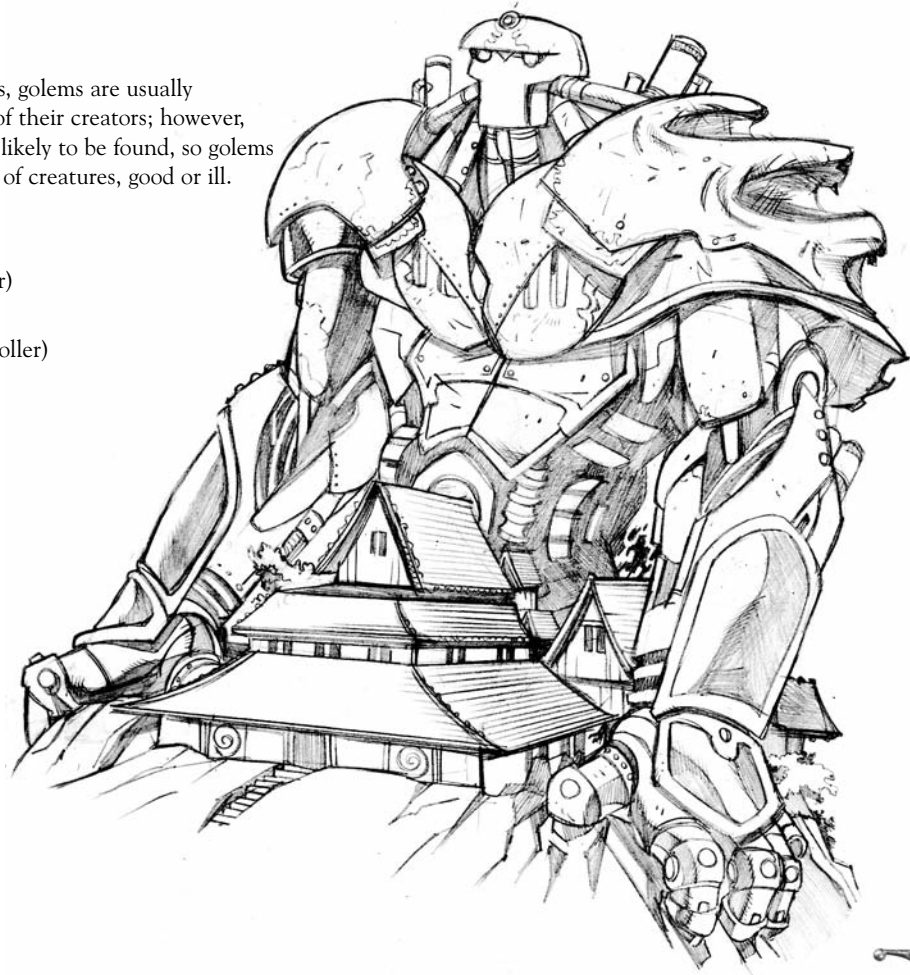
- 1 copper golem (level 18 elite brute)
- 1 elder steel giant (level 19 elite soldier)

Level 21 Encounter (XP 18,600)

- 3 Gaurak trolls (level 20 brute)
- 1 lead golem (level 23 elite controller)

Level 33 Encounter (XP 187,000)

- 2 ancient celestians (level 28 elite artillery)
- 1 mithril golem (level 32 solo soldier)



GORGON, GHELSPADIAN

ONE OF THE MOST TWISTED LEGACIES that the titans left behind is Mormo's parting gift to the world — the gorgons. The Serpentmother birthed these wretched creatures some 50 years before the Titanswar, and they served their mother obediently. They were certainly her most successful creation. Now that Mormo has been hacked apart and buried, the gorgons work secretly to restore her.

GORGON LORE

The following information about gorgons can be obtained with a successful Dungeoneering check.

DC 25: High gorgons don't really have a culture of their own; they imitate human society as best they can, all the better to fit in. They gather in small cabals to exchange information and magic, and they particularly prize any rumors that might lead to another piece of Mormo's dismembered remains.

Their lairs are often defended with traps, magical and otherwise, as well as low gorgon guardians.

DC 30: Although nearly as different as humans and lions, both varieties of gorgon are repulsively interfertile; the males of either species can fertilize females of either kind. They lay clutches of several eggs, one in five of which typically hatches into a high gorgon; the rest become low gorgons.

The Hornsaw Forest is a place of high pilgrimage to high gorgons, who visit an underground temple there dedicated to the Witch Queen's spilled blood.

LOW GORGON

Low Gorgon	Level 12 Elite Brute	
Large aberrant magical beast	XP 1,400	
Initiative +8	Senses Perception +12; darkvision	
HP 306; Bloodied 153		
AC 26; Fortitude 28, Reflex 25, Will 23		
Immune poison, sleep; Resist 20 acid		
Saving Throws +2		
Speed 6, swim 6		
Action Points 1		
⊕ Bite (standard; at-will) • Acid		
+15 vs. AC; 2d8+5 damage, and ongoing 5 acid damage (save ends).		
⊕ Claw (standard; at-will)		
+15 vs. AC; 1d8+5 damage.		
⊕ Savage Attack (standard; at-will) • Acid		
The low gorgon makes a bite attack and two claw attacks.		
Charging Pounce		
When the low gorgon charges, it deals an extra 1d6 damage and knocks the target prone.		
Tail Strike (immediate reaction, 1/round, when an enemy hits the gorgon in melee; at-will)		
Reach 2; +13 vs. Reflex; 1d8+5 damage, and the target is dazed until the end of the low gorgon's next turn.		
Alignment Evil	Languages —	
Str 21 (+11)	Dex 15 (+8)	Wis 13 (+7)
Con 23 (+12)	Int 7 (+4)	Cha 11 (+6)

Low Gorgon Tactics

Low gorgons are malicious brutes that take exceptional pleasure in ripping living creatures apart with their teeth and claws. A low gorgon typically focuses its attacks on one opponent, not relenting until it has felt its victim die in its jaws.

When they hunt in packs, low gorgons demonstrate great cunning, actively seeking out spellcasters, archers, and other ranged combatants. If directed by a high gorgon, low gorgons are capable of following complicated plans, though their lust for violence can sometimes hinder their efficiency.

HIGH GORGON

High Gorgon Slayer	Level 11 Soldier	
Medium aberrant humanoid	XP 600	
Initiative +11	Senses Perception +12; low-light vision	
HP 113; Bloodied 56		
AC 27; Fortitude 23, Reflex 24, Will 22		
Immune poison, sleep; Resist 5 psychic		
Speed 6, swim 6		
⊕ Longsword (standard; at-will) • Poison, Weapon		
+18 vs. AC; 1d8+3 damage plus 1d8 poison damage.		
⊕ Snakes (standard; at-will) • Poison		
Reach 2; +16 vs. Fortitude; 2d6+3 poison damage, and the target is grabbed (until escape) and takes ongoing 5 poison damage (save ends).		
⊕ Whirling Attack (standard; at-will) • Poison, Weapon		
The high gorgon slayer makes two longsword attacks. If both attacks hit the same target, the gorgon makes a snakes attack against that target.		
Alignment Evil	Languages Common, Primordial	
Skills Athletics +13, History +11, Insight +12		
Str 17 (+8)	Dex 18 (+9)	Wis 15 (+7)
Con 17 (+8)	Int 13 (+6)	Cha 13 (+6)
Equipment leather armor, 2 longswords		

High Gorgon Slayer Tactics

A high gorgon slayer is a warrior whose first duty is to protect its magic-using high gorgon allies. It always maneuvers to use its *whirling attack* power as effectively as possible.



High Gorgon Thaumaturge		Level 12 Artillery
Medium aberrant humanoid		XP 700
Initiative +10 Senses Perception +8; low-light vision		
HP 95; Bloodied 47		
AC 23; Fortitude 24, Reflex 25, Will 24		
Immune poison, sleep; Resist 10 psychic		
Speed 6, swim 6; see also <i>mystic shift</i>		
⚔ Dagger (standard; at-will) • Poison, Weapon +19 vs. AC; 1d4+3 damage and 1d8 poison damage.		
☞ Eldritch Bolt (standard; at-will) • Arcane Ranged 10; +17 vs. Reflex; 2d6+4 damage.		
⚡ Snakes (standard; at-will) • Poison Reach 2; +17 vs. Fortitude; 2d6+3 poison damage, and ongoing 5 poison damage (save ends).		
☞ Eldritch Blast (standard; recharge ☞☞☞) • Force Area burst 2 within 10 squares; +17 vs. Reflex; 2d6+4 damage, and the target is pushed 1 square and knocked prone.		
Mystic Shift (move; encounter) • Teleportation The high gorgon thaumaturge teleports 6 squares. The thaumaturge must have line of sight to its destination.		
Alignment Evil	Languages Common, Primordial	
Skills Arcana +15, Bluff +14, History +15, Insight +13		
Str 16 (+9)	Dex 18 (+10)	Wis 15 (+8)
Con 16 (+9)	Int 19 (+10)	Cha 17 (+9)
Equipment cloth armor, dagger		

High Gorgon Thaumaturge Tactics

A high gorgon thaumaturge depends on its allies to keep enemies away so that it can use *eldritch bolt* and *eldritch blast* powers at full effectiveness. If pressed, it uses *mystic shift* to escape its attackers.



(Left to right): High gorgon slayer, thaumaturge and blood witch

High Gorgon Blood Witch		Level 15 Elite Controller (Leader)
Medium aberrant humanoid		XP 2,400
Initiative +11 Senses Perception +10; low-light vision		
Blood Witch's Boon aura 6; allies in the aura gain a +2 bonus to attack rolls against bloodied enemies		
HP 288; Bloodied 144; see also <i>blood curse</i> and <i>blood vector</i>		
AC 30; Fortitude 27, Reflex 30, Will 29		
Immune poison, sleep; Resist 20 psychic		
Saving Throws +2		
Speed 6, swim 6; see also <i>mystic shift</i>		
Action Points 1		
⚔ Snakes (standard; at-will) • Poison Reach 2; +19 vs. Fortitude; 2d8+3 poison damage, and ongoing 10 poison damage (save ends).		
☞ Bloody Veil (standard; at-will) • Psychic Ranged 10; +19 vs. Will; 2d6+6 psychic damage, and the high gorgon thaumaturge and one ally within 5 squares are invisible to the target until the end of the thaumaturge's next turn.		
☞ Furuncular Burst (standard; recharge ☞☞☞☞☞) • Necrotic Close burst 3; targets enemies; +19 vs. Fortitude; 1d10+6 necrotic damage, and the target is weakened (save ends).		
Blood Curse The high gorgon blood witch deals an extra 1d6 damage against bloodied targets.		
Mystic Shift (move; recharge ☞☞☞) • Teleportation The high gorgon blood witch teleports 6 squares. The blood witch must have line of sight to its destination.		
Blood Vector (free, when an enemy within 6 squares is bloodied; encounter) The high gorgon blood witch's furuncular burst and mystic shift powers recharge, and the blood witch may use either or both powers immediately, in any order.		
Alignment Evil	Languages Common, Primordial	
Skills Arcana +18, Bluff +17, History +18, Insight +15, Intimidate +17		
Str 16 (+10)	Dex 18 (+11)	Wis 16 (+10)
Con 16 (+10)	Int 22 (+13)	Cha 20 (+12)

High Gorgon Blood Witch Tactics

High gorgon blood witches usually try to conceal their monstrous nature if at all possible. If they attack, they fight with *bloody veil* and *furuncular burst* as if they were human sorcerers. If there is no way to prevent their nature from being revealed, however, they may pull their bellies open to bite at opponents with their *snakes* attack.

ENCOUNTER GROUPS

High gorgons have no real allies (save the low gorgons), but they have been known to form temporary alliances with goblinoids, werewolves, and other evil creatures as the need arises.

Level 11 Encounter (XP 3,300)

- 2 steppe trolls (level 11 brute)
- 1 high gorgon thaumaturge (level 12 artillery)
- 1 low gorgon (level 12 elite brute)

Level 14 Encounter (XP 5,000)

- 2 high gorgon slayers (level 11 soldier)
- 2 high gorgon thaumaturges (level 12 artillery)
- 1 high gorgon blood witch (level 15 elite controller)

HAG

MORE THAN MERE WITCHES OR SORCERESSES, hags are a different breed of creature entirely — demented monsters corrupted by the influence of Mormo, the titan of witchcraft. Hags typically embody all the least attractive features of old women, but it is not for beauty that hags live. They live for power, which they receive at the cost of their humanity.

Women who have been cruelly driven from their homes, abducted by hags, or drawn too deeply into the mysteries of Mormo might all become hags. Technically, though, any woman driven from her home could become a hag by offering herself to Mormo for deliverance and retribution. The dark blessings of Mormo infuse these women with strange elemental power, allowing them to align themselves with the forces of the night and the darker aspects of nature.

HAG LORE

The following information about hags can be obtained with a successful Arcana check.

DC 15: On the whole, hags are deeply hateful individuals, despising the humanoid races with a passion and preying on them whenever the opportunity arises. Hags frequently adorn themselves with the remains of their victims, wearing as horrific trophies the bones, scalps, or skins of those who have crossed their paths.

DC 20: As a woman becomes a hag, her body expands and her teeth and claws become longer and sharper; her skin hardens; she becomes wiry and tough; and she develops an understanding of the forces of nature, so that she is able to manipulate it in accordance with her will. The arcane pact she swears with the Serpent Mother keeps her from aging once she's become a hag, at which point the passage of time does nothing but make her more powerful and more deeply attuned to her elemental power.

DC 25: Although Mormo, like all titans, cared little for actual prayers, her hag children once used their divination powers to determine where next they might find a future sister. They spirited away likely candidates to their secluded wilderness lairs, there teaching the mortal women the dark ways of witchcraft bequeathed to them by their colossal mother.

Hags still select women who have suffered exile, although some will also choose young women from contented homes, plotting to ruin their young charges' lives out of spite. Female spellcasters who demonstrate strong magical talent and intense ambition are particularly prized targets.

BRINE HAG

Brine hags are creatures of the oceans, under which they squat in lairs made of sharp stones, whale bones, and sea shells. A brine hag often decorates the sea floor near her lair with rocks, bones, the wreckage of ships and anything else she can find to mark her territory. Brine hags with "daughters" in training tend to pick caverns with air pockets or even isolated islands so that the women can survive until the time of metamorphosis.

Reclusive in the extreme, brine hags do come to the surface, though they prefer to remain in the depths away from the hated mortal races. From time to time, a hag might rise to the surface to frolic and ride the violence of a particularly fierce storm. Other



times, a brine hag may swim up to the surface, climb the side of a passing ship, and drag a victim down to her lair as a means of adding variety to her diet. Rarely, one who lairs closer to the shore — the better to find mortal prey — will frequent swamps and rivers adjoining the sea, perhaps even raiding small villages along the shore.

Brine Hag		Level 7 Controller
Large elemental humanoid (aquatic, water)		XP 300
Initiative +7	Senses Perception +4; low-light vision	
HP 81; Bloodied 40		
AC 22; Fortitude 18, Reflex 18, Will 19		
Immune sleep		
Speed 8, swim 6		
⚔ Claw (standard; at-will) Reach 2; +12 vs. AC; 1d6+2 damage, and the target is marked and slowed until the end of the brine hag's next turn.		
👁 Malefic Eye (standard; at-will) • Gaze, Psychic Ranged 10; +11 vs. Will; 1d6+4 psychic damage, and the target is immobilized and dazed (save ends both).		
☁ Fetid Mist (standard; sustain minor; recharge ☹☹) • Acid, Conjunction, Zone Area burst 3 within 10 squares; targets enemies; +9 vs. Fortitude; 1d6+4 acid damage. The burst creates a cloud of cloying mist that blocks line of sight; the zone lasts until the end of the brine hag's next turn. Enemies that start their turns in the zone take 1d6+4 acid damage.		
Ritual Magic The hag may use rituals as if it has the Ritual Casting feat.		
Sorcerous Ward (immediate interrupt, when the brine hag would be hit by an attack; encounter) • Arcane The brine hag gains a +2 bonus to all defenses until the end of its next turn.		
Alignment Evil	Languages Common	
Skills Arcana +10, Athletics +10, Bluff +12, Nature +9		
Str 15 (+5)	Dex 17 (+6)	Wis 13 (+4)
Con 17 (+6)	Int 14 (+5)	Cha 19 (+7)
Equipment wand		

Brine Hag Tactics

Brine hags fight intelligently, using their element to best advantage. They sometimes begin combat by trying to hurl armored opponents into the water to drown, then attacking less heavily armored foes with their terrible claws. Brine hags tend to use *fetid mist* to hamper and damage foes before combat or to execute last-minute escapes; they prefer to daze soft-looking targets with *malefic eye* so that they can quickly close the distance to melee.

ENCOUNTER GROUPS

Brine hags frequently keep fierce pets and guards for their demesnes. They may host other marine creatures as allies in their lairs as well.

Level 6 Encounter (XP 1,350)

- 6 greenscale hunters (level 4 skirmisher)
- 1 brine hag (level 7 controller)

Level 7 Encounter (XP 1,600)

- 3 brine hags (level 7 controller)
- 2 rumberlers (level 8 brute)

ICE HAG

Wrapped in the tattered, dirty collection of the hides of their prey, ice hags haunt northern lands, feeling it their sacred duty to protect the white wastes from incursion by humanoid. They haunt the wilderness outside settlements, avenging themselves on the mortals who once sent them outside to die of exposure.

Ice Hag		Level 13 Brute
Large elemental humanoid (cold)		XP 800
Initiative +10	Senses Perception +12; low-light vision	
Cloak of Sleet (Cold) aura 3; creatures that start their turns in the aura take 5 cold damage; all creatures within the aura gain concealment (creatures with ice walk may ignore this concealment)		
HP 157; Bloodied 78		
AC 25; Fortitude 25, Reflex 25, Will 25		
Immune sleep; Resist 15 cold; Vulnerable 5 fire		
Speed 8 (ice walk), climb 6		
⬇	Claws (standard; at-will) • Cold Reach 2; +16 vs. AC; 2d6+4 damage plus 1d6 cold damage.	
⬇	Frigid Claws (standard; at-will) • Cold Reach 2; +14 vs. Fortitude; 3d8+4 cold damage, plus the target is slowed (save ends) and the ice hag gains 5 temporary hit points.	
⬅	Breath Weapon (standard; recharge ☞☞☞☞☞) • Cold Close blast 3; +14 vs. Reflex; 2d4+3 cold damage, and the target is blinded (save ends).	
Ritual Magic The hag may use rituals as if it has the Ritual Casting feat.		
Alignment Evil	Languages Common	
Skills Arcana +13, Athletics +15, Intimidate +15, Nature +12		
Str 18 (+10)	Dex 18 (+10)	Wis 13 (+7)
Con 17 (+9)	Int 14 (+8)	Cha 19 (+10)

Ice Hag Tactics

Unless her victim is a lone wanderer or obviously easy prey, an ice hag tends to order her allies to attack a party to soften the interlopers. Once the target(s) have been weakened — and she has evaluated their tactical preferences — the hag either attacks directly, using her breath weapon against the most dangerous spellcasters. Her frigid claws serve an ice hag well in hand-to-hand combat.



ENCOUNTER GROUPS

An ice hag may have various animal followers, from dire wolves to polar bears; they have also been known to strike pacts with demons or devils to share prey. At least one ice hag of notable age and cunning has positioned herself as the chieftain of a tribe of ice ghouls, who bring her meat in exchange for her guidance and strength.

Level 14 Encounter (XP 5,200)

- 3 ice hags (level 13 brute)
- 1 ice golem (level 16 elite controller)



MOON HAG

The most powerful of all the Scarred Lands' hags, moon hags hold dominion over nature, madness, and night. These monstrous crones stand twice the height of a man when they draw themselves fully upright; their dark skin gleams with strange oils and their wide eyes shine with madness. They typically prefer to live in high, craggy mountains or deep woods. They choose only the bitterest and most magically apt women as candidates for the metamorphosis.

A moon hag's boundaries are often marked with piles of blood-stained stones and odd bundles of bones and sticks. Anyone who wanders past these signs, whether from ignorance or recklessness, takes his life into his own hands.

Moon Hag		Level 15 Lurker
Large elemental humanoid (air)		XP 1,200
Initiative +15	Senses Perception +17; low-light vision	
HP 114; Bloodied 57		
AC 28; Fortitude 26, Reflex 27, Will 29		
Immune sleep		
Speed 8, fly 6 (hover)		
⬇️ Claw (standard; at-will)	Reach 2; +20 vs. AC; 1d8+2 damage, and the target is dazed until the end of the moon hag's next turn.	
⬇️ Poison Touch (standard; recharge Ⓜ️Ⓜ️Ⓜ️) • Poison	Dazed targets only. Reach 2; +18 vs. Fortitude; 3d8+4 poison damage, and ongoing 10 poison damage (save ends).	
➤ Enthralling Gaze (minor; recharge Ⓜ️Ⓜ️Ⓜ️) • Gaze	Ranged 10; +18 vs. Will; the target is dazed (save ends) and pulled 6 squares.	
Ritual Magic		
The hag may use rituals as if it has the Ritual Casting feat.		
Into Thin Air (minor 1/round; at-will) • Illusion		
The moon hag gains concealment until the end of its next turn.		
Alignment Evil		Languages Common
Skills Arcana +13, Athletics +14, Nature +17, Stealth +16		
Str 14 (+9)	Dex 18 (+11)	Wis 21 (+12)
Con 17 (+10)	Int 12 (+8)	Cha 22 (+13)

Moon Hag Tactics

A moon hag likes to use her *enthralling gaze* on her victims to draw them in for the kill. She takes a deep delight in sowing terror and confusion in her enemies. She frequently approaches her enemies unseen, and then uses *poison touch* to best effect. After her allies have scattered her foes, the moon hag attacks physically, slashing with her huge claws.

ENCOUNTER GROUPS

Moon hags have a powerful affinity for the beasts of the night; their servants and allies have been known to include bat devils, murdersprites, and even gorgons (high or low). Creatures faithful to Belsameth avoid moon hags, who in return hate the newcomers and their mistress.

Level 12 Encounter (XP 3,600)

- 2 narleths (level 12 soldier)
- 1 bloodmare (level 14 skirmisher)
- 1 moon hag (level 15 lurker)

STORM HAG

Storm hags are horrid crones who have shrugged off the grip of gravity and mastered the secrets of the air. Once a storm hag reaches the point in her maturation process where she takes to the air, she dislikes touching the ground again; she will only do so in order to instruct a new hag or to work certain rituals. Storm hags sleep in dark clouds during the day and come out to hunt at dusk. Their skin is a silvery, dusky gray like that of a storm cloud, their yellow eyes flash like lightning, and their long white hair balloons out around them as if constantly stirred by wind.

A storm hag hunts her prey from the air, swooping down to carry off children or other small creatures to devour. Storm hags are leaner and more agile than other hags, soaring and swooping as nimbly as swallows.



Storm Hag		Level 10 Skirmisher
Large elemental humanoid (air, water)		XP 500
Initiative +11	Senses Perception +9; low-light vision	
Cloak of Winds aura 2; creatures within the aura (including the storm hag) gain a +2 bonus to AC and to Reflex defense against ranged weapon attacks		
HP 105; Bloodied 52		
AC 24; Fortitude 21, Reflex 23, Will 22		
Immune sleep; Resist 10 lightning, 10 thunder		
Speed 8, fly 8 (hover), overland flight 10		
⬇ Claws (standard; at-will) • Lightning Reach 2; +15 vs. AC; 1d6+3 damage plus 1d6 lightning damage.		
⬇ Shocking Touch (standard; recharge ☞☞☞☞) • Lightning Reach 2; +13 vs. Reflex; 3d6+3 lightning damage.		
⬅ Thunderous Gust (standard; recharge ☞☞☞☞) • Air, Thunder Close burst 3; +13 vs. Reflex; 1d6+4 thunder damage and the target is pushed 2 squares, plus the storm hag makes a secondary attack. Secondary Attack: +15 vs. Reflex; the target is knocked prone.		
Ritual Magic The hag may use rituals as if it has the Ritual Casting feat.		
Ride the Wind (move; at-will) The storm hag shifts 4 squares.		
Alignment Evil	Languages Common	
Skills Arcana +11, Athletics +13, Nature +14, Stealth +14		
Str 16 (+8)	Dex 19 (+9)	Wis 18 (+9)
Con 17 (+8)	Int 12 (+6)	Cha 12 (+6)

Storm Hag Tactics

In combat, storm hags are prone to flying down, catching their prey, and then swooping back up into the sky, where they maul their opponents with their cruel claws and *shocking touch*. If a storm hag is not happy with the way a struggle is going, she lets her prey drop to the ground and tries again after the fall has softened it up a bit; if seriously threatened, she uses a *thunderous gust* to drive off nearby foes and then tries to fly off to safety.



Storm Hag Matron		Level 16 Elite Artillery (Leader)
Large elemental humanoid (air, water)		XP 2,800
Initiative +14	Senses Perception +14; low-light vision	
Cloak of Winds aura 4; creatures within the aura (including the storm hag matron) gain a +2 bonus to AC and to Reflex defense against ranged weapon attacks		
Lightning Field (Lightning) aura 1; enemies that start their turns in the aura take 5 lightning damage		
HP 240; Bloodied 120		
AC 30; Fortitude 28, Reflex 30, Will 30		
Immune sleep; Resist 20 lightning, 20 thunder		
Saving Throws +2		
Speed 8, fly 8 (hover), overland flight 12		
Action Points 1		
⬇ Claws (standard; at-will) • Lightning Reach 2; +23 vs. AC; 1d6+3 damage plus 1d8 lightning damage.		
⚡ Shocking Surge (standard; at-will) • Lightning Ranged 20; +21 vs. Reflex; 2d6+6 lightning damage.		
⬅ Thunder Burst (standard; at-will) • Thunder Close burst 2; targets enemies; +19 vs. Fortitude; 1d10+6 thunder damage, and the target is pushed 3 squares and knocked prone.		
⚡ Call Lightning (standard; recharge ☞☞☞☞) • Lightning Area burst 2 within 20 squares; +19 vs. Reflex; 2d6+6 lightning damage, and the target is dazed until the end of the storm hag matron's next turn.		
Ritual Magic The hag may use rituals as if it has the Ritual Casting feat.		
Ride the Lightning (move; recharge ☞☞☞☞) • Teleportation The storm hag teleports up to 8 squares.		
Alignment Evil	Languages Common	
Skills Arcana +15, Athletics +16, Intimidate +16, Nature +19, Stealth +19		
Str 16 (+11)	Dex 22 (+14)	Wis 22 (+14)
Con 18 (+12)	Int 15 (+10)	Cha 16 (+11)

Storm Hag Matron Tactics

A storm hag matron refuses to engage her enemies when her abilities can prevent them from ever touching her, remaining in flight and blasting foes mercilessly from range.

ENCOUNTER GROUPS

Of all the hags, these are least likely to have animal or beast allies at their beck and call. They will ally themselves with other titanspawn at times, but tend to keep to their own kind.

Level 9 Encounter (XP 2,315)

- 5 ratfolk gnawers (level 6 minion)
- 2 ratfolk tailfighters (level 6 soldier)
- 1 storm hag (level 10 skirmisher)
- 1 ratfolk strategos (level 10 elite soldier)

Level 12 Encounter (XP 3,800)

- 2 storm hags (level 10 skirmisher)
- 1 storm hag matron (level 16 elite artillery)

Level 19 Encounter (XP 12,800)

- 1 storm hag matron (level 16 elite artillery)
- 1 lesser woodwreck dragon (level 18 solo artillery)

IN APPEARANCE AND TEMPERAMENT, harpies of the Scarred Lands are similar to those found elsewhere; only in their origin and their powers do they differ.

Scythe Harpy	Level 6 Skirmisher	
Medium shadow humanoid	XP 250	
Initiative +8	Senses Perception +4	
HP 69; Bloodied 34		
AC 20; Fortitude 18, Reflex 19, Will 17		
Speed 4, fly 8		
⬇ Scythe (standard; at-will) • Weapon		
+11 vs. AC; 2d4+2 damage.		
⬇ Claws (standard; at-will)		
+11 vs. AC; 1d6+2 damage.		
⬇ Darting Slash (standard; at-will) • Weapon		
The scythe harpy shifts up to 4 squares; at any point before, during, or after that movement, it makes a scythe attack.		
Power Dive		
When the scythe harpy charges, its fly speed increases to 12 until the end of its next turn.		
Skirmish +1d8		
If, on its turn, the scythe harpy ends its move at least 4 squares away from its starting point, it deals an extra 1d8 damage on its melee attacks until the start of its next turn.		
Alignment Evil	Languages Common	
Skills Intimidate +7, Stealth +12		
Str 15 (+5)	Dex 19 (+7)	Wis 12 (+4)
Con 13 (+4)	Int 11 (+3)	Cha 9 (+2)
Equipment scythe		

Scythe Harpy Tactics

Scythe harpies fight from the air, where they can control the battle. If grounded, they become much more desperate, sometimes even losing the will to fight. They are not particularly adept fliers, but they are more maneuverable than their great wingspans might suggest.

A common harpy tactic is to remain silently airborne (or hidden among cliff faces, treetops, or the like) until an opportunity for an ambush presents itself. They begin any combat with a *power dive* attack if at all possible, then continue slashing their foes from above using *darting slash*.

ENCOUNTER GROUPS

Scythe harpies often use trained scythe falcons to hunt; otherwise, they are normally encountered only among their own kind. Sometimes, however, their services can be bought or forced by more powerful creatures.

Level 6 Encounter (XP 1,250)

- 2 harpies (level 6 controller)
- 3 scythe harpies (level 6 skirmisher)

Level 8 Encounter (XP 1,950)

- 5 scythe harpies (level 6 skirmisher)
- 1 oni night hunter (level 8 elite controller)

SCYTHE HARPY LORE

The following information about scythe harpies can be obtained with a successful Arcana or Religion check.

DC 20: Two hundred years ago, the secretive Sisterhood of the Sickle Moon, a largely female cult dedicated to the fledgling night-goddess Belsameth, called upon their goddess, hoping that the Slayer could somehow make use of their zeal. The Dark Lady answered their prayers with the gift of talons and great vulture wings — transforming her children into a new race, the harpies.

DC 25: Harpies lair in "rookeries," cave networks that burrow deep into cliff faces. Most rookeries go to some trouble to hide their garbage pits, as simply heaving their garbage outside tends to attract enemies. Each rookery contains at least one crude shrine to Belsameth, typically constructed of bones lashed together with scraps of victims' clothing. Harpies are quite clever enough not to call attention to their lairs, and this includes not attacking armed parties that are seemingly more dangerous than they are. The sole exception to this prudence comes on nights of the lunar eclipse, when the harpies hunt far and wide for sacrifices to their shadowy goddess.



HILL HOWLER

THE HIGH, LONELY FOOTHILLS and the wooded hollows of the deep mountains are home to the hill howler. The beast moves with a rolling, ape-like gait, yet it is surprisingly quickly on its broad, agile feet and hands, and it is a nimble climber. The monster is covered with coarse brown fur, and the thick, curved talons on its feet and hands are black. Its eyes are small and yellow-orange, reflecting firelight like a cat's.

HILL HOWLER LORE

The following information about hill howlers can be obtained with a successful Nature check.

DC 15: The hill howler is a carnivore that lairs in hard-to-reach caves, claiming a hunting ground up to 10 square miles around its home. Once settled, it preys on large game until it has killed or driven away everything in the region. It then moves on in search of better pickings.

Hill howlers have a peculiar fondness for horseflesh, and they stalk even large groups of travelers passing through their territory. They hunt at night, when their keen senses give them a decided advantage over most prey, and they circle for quite some time as they calculate the best moment to strike.

DC 20: Occasionally, a howler develops a taste for human prey and its hunger brings it out of the hills to haunt isolated villages and castles until a sufficiently bold group of hunters is able to put an end to the beast.

Hill Howler		Level 5 Brute
Large natural beast		XP 200
Initiative +5	Senses Perception +7; low-light vision	
HP 78; Bloodied 39		
AC 17; Fortitude 18, Reflex 17, Will 15		
Speed 8, climb 6		
⬇️ Slam (standard; at-will) +8 vs. AC; 1d8+6 damage, and the target is grabbed (until escape).		
⬅️ Howl (minor; encounter) • Fear Close burst 3; +4 vs. Will; the target takes a -2 penalty to attack rolls (save ends).		
Savage Bite (free action, when the hill howler begins its turn grabbing an enemy; at-will) +6 vs. Reflex; 2d6+6 damage, and ongoing 5 damage (save ends).		
Alignment Unaligned		Languages -
Skills Athletics +13		
Str 23 (+8)	Dex 16 (+5)	Wis 11 (+2)
Con 18 (+6)	Int 3 (-2)	Cha 12 (+3)

Hill Howler Tactics

A hill howler generally creeps up on its victim and pounces from the shadows at the last moment with a bone-chilling *howl*. When it lands, it slams its prey and latches on with its savage bite. Once its victim is dead, it generally picks up the body and flees; a typical hill howler can carry off a horse without being encumbered significantly. If its sudden attack is not effective or if the victim puts up a fierce fight, the hill howler retreats quickly and is likely to seek other prey.

Silverback Howler		Level 8 Brute (Leader)
Large natural beast		XP 350
Initiative +7	Senses Perception +11; low-light vision	
Ancient's Bellow aura 6; allies in the aura gain a +2 bonus to attack rolls when making attacks with the fear keyword		
HP 108; Bloodied 54		
AC 20; Fortitude 22, Reflex 19, Will 19		
Speed 8, climb 6		
⬇️ Slam (standard; at-will) +11 vs. AC; 1d8+7 damage, and the target is grabbed (until escape).		
⬅️ Bellow (standard; encounter) • Thunder Close burst 2; +7 vs. Fortitude; 1d6+4 thunder damage, and the target is dazed (save ends).		
⬅️ Howl (minor; recharge [1]) • Fear Close burst 5; +7 vs. Will; the target takes a -2 penalty to attack rolls (save ends).		
Savage Bite (free action, when the silverback howler begins its turn grabbing an enemy; at-will) +9 vs. Reflex; 2d6+7 damage, and ongoing 5 damage (save ends).		
Alignment Unaligned		Languages -
Skills Athletics +16		
Str 24 (+11)	Dex 16 (+7)	Wis 14 (+6)
Con 18 (+8)	Int 3 (+0)	Cha 13 (+5)

Silverback Howler Tactics

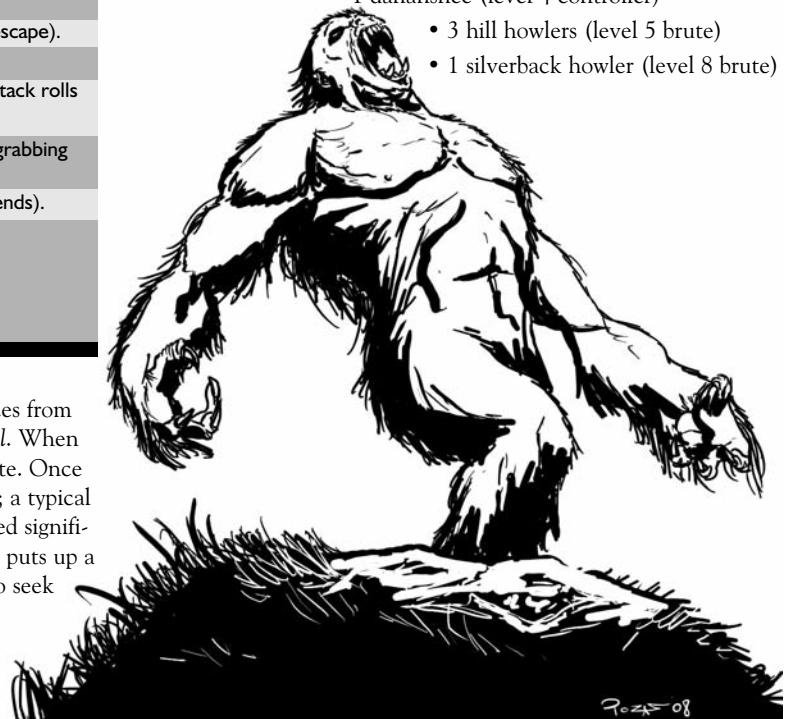
Silverback howlers, older and more cunning than other hill howlers, use much the same tactics as their younger kin. However, a tribe of howlers is much fiercer and more dangerous when led by a silverback elder.

ENCOUNTER GROUPS

Hill howlers normally live and hunt with their own kind, but sometimes they can be lured into service with food or coerced by magic to serve other masters.

Level 5 Encounter (XP 1,125)

- 1 dananshee (level 4 controller)
- 3 hill howlers (level 5 brute)
- 1 silverback howler (level 8 brute)



HOLLOW KNIGHT

HOLLOW KNIGHTS ARE IDENTICAL IN APPEARANCE, cast as they are from the same mold. All appear as knights in full plate armor, although their open face masks reveal a disturbing darkness within — and nothing more. The only variance among hollow knights denotes rank: common knights wear welded badges of burnished bronze, barons wear shining silver, and earls glittering gold.

Despite the fact that they appear to have no mouths, hollow knights speak in haunting, reverberating voices.

HOLLOW KNIGHT LORE

The following information about hollow knights can be obtained with a successful Religion check.

DC 20: The hollow knights are the staunch defenders of the Gleaming Valley. Created by Corean, god of smithwork, craft, warfare, and chivalry, to serve as his army in the Divine War, these constructs are actually the eldritch fusion of metal and spirit. After he forged the armor he required, Corean called upon the resting souls of warriors who had venerated him in life; these ghosts inhabited the suits of armor and strode forth to war against the minions of the celestial tyrants.

As reward for the hollow knights' service and loyalty, Corean decreed that, after the war, the spirits would be allowed to return to the world that they had helped secure. However, Vangal the Ravager, jealous of Corean's army and their victories during the Divine War, defiled the worldly remains of the knights whom Corean had freed. The soldiers were thus denied their former lives and were forced to continue on as spirits, given form only by the plate armor they wore.

DC 30: The hollow knights have prospered since the Divine War, carving out their own kingdom from the wastes near the Hornsaw Forest. Secretly, however, they fear for their future. With no further need of his Gleaming Legion, Corean has ceased their creation. Although the knights are stunning combatants, one of them does fall in battle from time to time, his soul flitting to the next world. The knights' days are therefore numbered, and any army large or bold enough to wage a war of attrition against the knights of the Gleaming Valley could destroy the hollow knights forever.

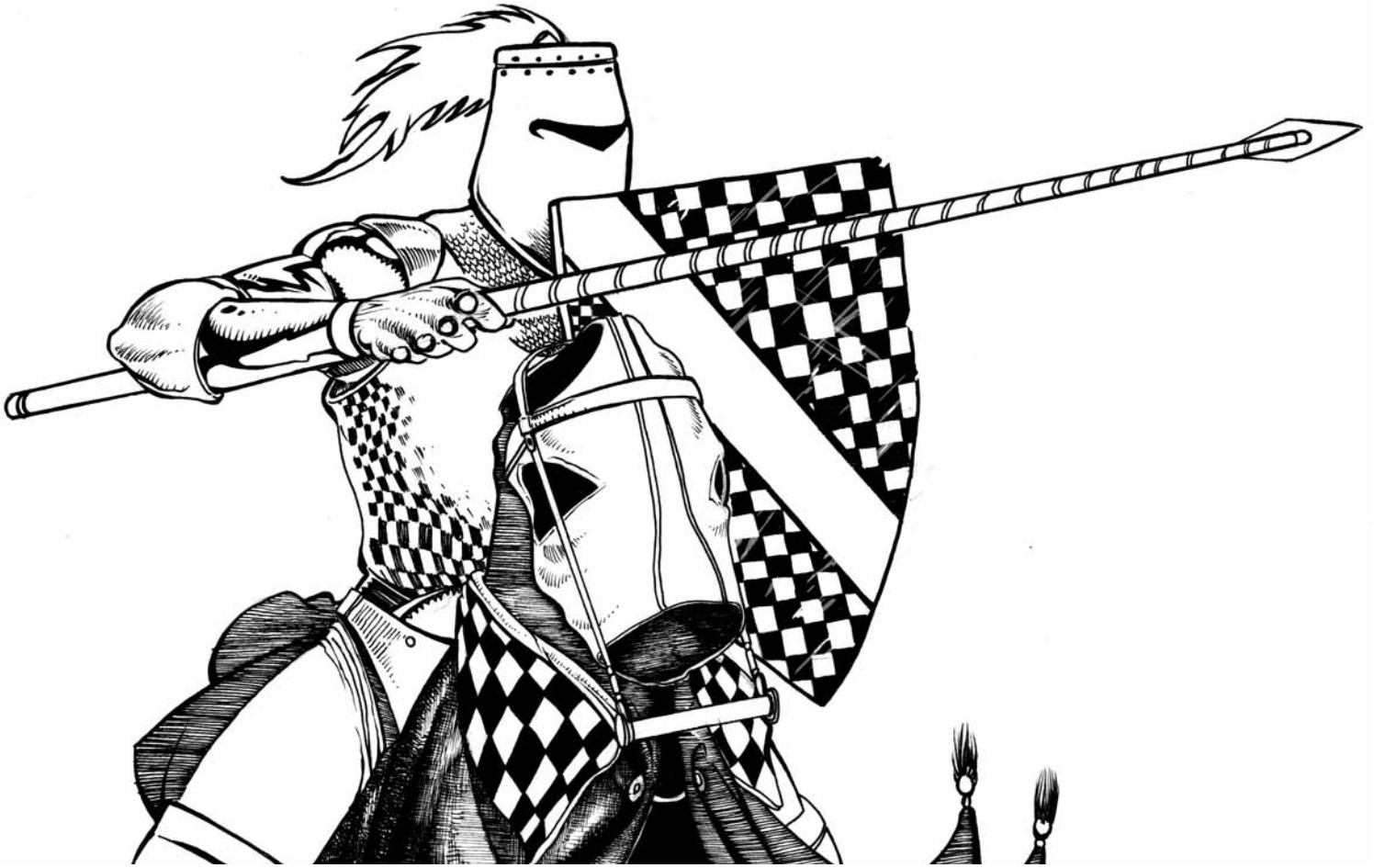
Although their reputation on the battlefield defines them as fearless, many hollow knights are in fact terrified of dying again and thus losing their blessed second lease on the world.

Hollow Knight		Level 8 Soldier
Medium immortal animate (construct)		XP 350
Initiative +6	Senses Perception +4	
HP 88; Bloodied 44		
AC 24; Fortitude 21, Reflex 19, Will 20		
Immune disease, poison, sleep; Resist 10 necrotic; Vulnerable 5 lightning		
Speed 5		
⚔ Longsword (standard; at-will) • Weapon		
+15 vs. AC; 1d8+4 damage, and the target is marked until the end of the hollow knight's next turn.		
† Pressing Attack (standard; at-will) • Weapon		
+13 vs. Reflex; 1d8+4 damage, and the target slides 1 square.		
Mounted Mastery +1d8		
A hollow knight deals an extra 1d8 damage when mounted and charging.		
Alignment Good	Languages Common	
Skills Diplomacy +10		
Str 18 (+8)	Dex 11 (+4)	Wis 11 (+4)
Con 16 (+7)	Int 10 (+4)	Cha 13 (+5)
Equipment plate armor, heavy shield, longsword		

Hollow Knight Tactics

When mounted, a hollow knight usually charges so that it can use its *mounted mastery*. On foot, the construct attacks with its longsword, again choosing to attack those it feels to be the most worthy opponents, typically an enemy warrior with the best equipment.





Hollow Knight Commander **Level 13 Soldier (Leader)**
Medium immortal animate (construct) **XP 800**

Initiative +9 **Senses** Perception +8

HP 129; **Bloodied** 64

AC 29; **Fortitude** 26, **Reflex** 23, **Will** 25

Immune disease, poison, sleep; **Resist** 10 necrotic; **Vulnerable** 5 lightning
Speed 5

⊕ **Longsword** (standard; at-will) • **Weapon**
+20 vs. AC; 1d8+5 damage, and the target is marked until the end of the hollow knight commander's next turn.

‡ **Pressing Attack** (standard; at-will) • **Weapon**
+18 vs. Reflex; 1d8+5 damage, and the target slides 1 square.

Mounted Mastery +2d8
A hollow knight commander deals an extra 2d8 damage when mounted and charging.

Banneret's Zeal (immediate reaction, when an ally within range becomes bloodied; recharge ⓂⓂⓂ)
Ranged 10; targets constructs; the bloodied ally heals 16 hit points.

Alignment Good **Languages** Common

Skills Diplomacy +14

Str 21 (+11) **Dex** 12 (+7) **Wis** 14 (+8)

Con 17 (+9) **Int** 10 (+6) **Cha** 17 (+9)

Equipment plate armor, heavy shield, longsword

Hollow Knight Commander Tactics

Hollow knights are the very spirit of military precision, but never so much as when they have a commander among them. When working together with a hollow knight commander, they are able to synchronize their movements in ways no living army can match, allowing them to more easily capitalize on enemy weaknesses and mistakes.

ENCOUNTER GROUPS

Hollow knights are almost always encountered in small, mounted groups.

Level 6 Encounter (XP 1,450)

- 2 ethereal destriers (level 5 soldier)
- 1 hollow knight (level 8 soldier)
- 1 hollow knight [fighter template] (level 8 elite soldier)

Level 8 Encounter (XP 1,750)

- 2 galeb duhr earthbreakers (level 8 artillery)
- 3 hollow knights (level 8 soldier)

Level 9 Encounter (XP 2,400)

- 2 warhorses (level 3 brute)
- 2 hollow knights (level 8 soldier)
- 1 Coreanic steed (level 11 soldier)
- 1 hollow knight commander (level 13 soldier)

There are horses and warhorses, and then there are unusual breeds of magical steeds such as those described herein.

Ethereal Destrier		Level 5 Skirmisher
Large natural magical beast (mount)		XP 200
Initiative +6	Senses Perception +9; low-light vision	
HP 66; Bloodied 33		
AC 19; Fortitude 18, Reflex 17, Will 16		
Speed 10; phasing; see also <i>ethereal jaunt</i>		
⊕ Kick (standard; at-will) +10 vs. AC; 1d8+3 damage.		
Ethereal Shift (when mounted by a friendly rider of 5th level or higher; at-will) • Mount The ethereal destrier's rider gains phasing.		
Ethereal Jaunt (move; recharge ☼☼☼) The ethereal destrier shifts 10 squares.		
Alignment Unaligned		Languages –
Skills Endurance +11		
Str 16 (+5)	Dex 15 (+4)	Wis 14 (+4)
Con 18 (+6)	Int 7 (+0)	Cha 13 (+3)

Ethereal Destrier Tactics

Ethereal destriers can phase through solid objects and obstacles at will. Usually, when trying to escape most predators, this ability alone is sufficient. If not, then they run into a tree or a cliff and phase through, leaving the pursuer or the unwanted rider to smash into the all-too-solid object. If protecting another member of the herd, destriers attack predators from multiple directions by phasing through nearby terrain features, in effect much more like a pack of hunting animals than simple herbivores.

ETHEREAL DESTRIER LORE

The following information about ethereal destriers can be obtained with a successful Nature check.

DC 15: These creatures appear from a distance as herds of ordinary wild horses. Their hides are usually dark-colored, although they can vary in hue as do those of natural horses, but they always have a silvery sheen; as they run, their bodies shimmer and ripple. Those lucky enough to get close to one of these stunning creatures observe eyes filled with an otherworldly intelligence unlike that of their mundane cousins.

DC 20: Ethereal destriers are so-named due to their ability to phase in and out of materiality in order to escape foes, avoid obstacles, and cross difficult terrain. A herd of these great beasts phasing in and out of view as they thunder across the plains is a wondrous sight indeed.

As might be expected, ethereal destriers are highly prized as mounts, for their ability to phase into an ethereal state extends to their riders. However, ethereal destriers must be raised and trained almost from birth to be useful as mounts, leading some poachers to stalk pregnant mares or try to capture and magically confine breeding pairs. A typical destrier lives for roughly 30 years, and is considerably smarter than a horse.

ENCOUNTER GROUPS

Unless encountered with riders, ethereal destriers are generally found in wild herds.

Level 5 Encounter (XP 1,000)

- 2 ethereal destriers (level 5 skirmisher)
- 2 eladrin fey knights (level 7 soldier)



Coreanic Steed		Level 11 Soldier
Large immortal magical beast (mount)		XP 600
Initiative +12	Senses Perception +13; low-light vision	
HP 120; Bloodied 60		
AC 27; Fortitude 24, Reflex 23, Will 22		
Immune charm, fear; Resist 10 radiant		
Speed 10; see also <i>trample</i>		
⊕ Kick (standard; at-will)		
+18 vs. AC; 1d8+6 damage, and the target is pushed 1 square.		
⊕ Trample (standard; at-will)		
The Coreanic steed can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the steed must end its move in an unoccupied space. When it enters an enemy's space, the steed makes a trample attack: +14 vs. Reflex; 1d6+6 damage, and the target is knocked prone.		
Heightened Reaction (when mounted by a friendly rider of 11th level or higher; at-will) • Mount		
Neither the Coreanic steed nor its rider grants combat advantage during a surprise round or when attacked by a concealed or invisible enemy.		
Alignment Lawful good	Languages –	
Skills Endurance +12, Insight +13		
Str 23 (+11)	Dex 15 (+7)	Wis 17 (+8)
Con 24 (+12)	Int 6 (+3)	Cha 15 (+7)

Coreanic Steed Tactics

Coreanic steeds use their powerful hooves in combat.

COREANIC STEED LORE

The following information about Coreanic steeds can be obtained with a successful Religion check.

DC 20: Legends tell of a young paladin named Permenthes who traveled the fertile plains of Scarn during the Age of Sun. He was known far and wide for his many good deeds, but he was susceptible to the deadly sin of pride. Young Permenthes caused a temple to his deity, Corean, to be erected upon a hill; he built up a large community around it, saying mighty Corean would provide for all its inhabitants.

It is said that one day Permenthes grew especially angry with an old man who appeared too lazy or weak to help haul stone for the temple foundations. In his wrath, Permenthes rose to strike the fellow, only to find that Corean had assumed the visage of an old man to test his servant. Resuming his own form, he looked down upon Permenthes and said, "Let the strong serve the weak, let the proud be humbled, let the blind see the light of truth. You have demanded service, Permenthes, where you have failed to serve. You raise a temple upon a mount of pride, not of humility. Without the light of wisdom, blindness has overtaken you."

Permenthes sensed that he had been stripped of his holy powers, and begged his lord to forgive him and allow him to atone for his sins. Corean said, "I will make you an example to all. You will

serve me forever, and you will be a light unto my holy champions, a reminder to them that service to others, no matter how material that service, is blessed in my name." And before the eyes of the common plainmen, Corean transformed Permenthes into a great white stallion, to serve forever as the mount for properly humble heroes of Corean. Where the temple foundations had been laid, Corean conjured a fountain to irrigate the land.

Coreanic steeds have been known to assist weary travelers by escorting them back to their homes, or even to defend travelers from attacks by the various titanspawn that still inhabit the plains.

DC 25: The descendants of Permenthes — if this tale holds truth — now occupy the legendary plain and still drink from the holy Fount of Corean. It is the privilege of a holy warrior, himself long in Corean's service, to summon a Coreanic steed when the right time has come. Although only paladins know for certain, but legends say that when a holy knight calls for his steed, he must first pray before a fountain or well that lies within a sacred vale or field, and the quest to find his sacred mount becomes known to him.

DC 30: Once a Coreanic steed answers the call of a paladin, the steed serves its master until one of them dies (or, less commonly, until the paladin falls from the grace of Corean). The Coreanic steed can understand and obey any commands given by its master empathically, though it asserts its own judgment when necessary in the course of fulfilling its instructions.

ENCOUNTER GROUPS

Most often found on or around the Bleak Savannah, Coreanic steeds can appear almost anywhere as the steeds of powerful paladins. Otherwise, they might be found defending a shrine to Corean, awaiting the appearance of a knight worthy of the steed's service.

Level 12 Encounter (XP 3,600)

- 4 angel of valor cohorts (level 11 minion)
- 1 Coreanic steed (level 11 soldier)
- 1 guardian naga (level 12 elite artillery)
- 1 angel of protection (level 14 soldier)





Bloodmare	Level 14 Skirmisher	
Large shadow magical beast	XP 1,000	
Initiative +13	Senses Perception +15; darkvision	
HP 140; Bloodied 70		
AC 29; Fortitude 26, Reflex 25, Will 25		
Speed 9; see also <i>shadow charge</i> and <i>shadow shift</i>		
⊕ Kick (standard; at-will)		
+19 vs. AC; 1d6+5 damage, and the target is pushed 1 square.		
Shadow Charge		
When a bloodmare charges in dim light or darkness, it does not provoke opportunity attacks for movement.		
Tireless		
A bloodmare can run tirelessly in dim light or darkness; in daylight, the bloodmare tires much as any normal horse.		
Shadow Shift (move, only in dim light or darkness; encounter)		
The bloodmare shifts 9 squares.		
Alignment Evil	Languages –	
Skills Endurance +17, Stealth +16		
Str 20 (+12)	Dex 19 (+11)	Wis 16 (+10)
Con 20 (+12)	Int 7 (+5)	Cha 19 (+11)

Bloodmare Tactics

If cornered, a bloodmare is a fearsome opponent, using its strength and speed to lash out with its pointed hooves. It normally flees from focused resistance unless mounted by a strong rider.

BLOODMARE LORE

The following information about bloodmares can be obtained with a successful Arcana check.

DC 20: Bloodmares were bred with a taste for horseflesh, the better to fight and kill an opposing mount in the thick of battle. Now, this appetite draws bloodmares to caravans or other traveling

parties; they usually appear just at full dark where the horses have been tethered. A bloodmare calls to the horses, inciting them to stampede; any horse that breaks free from its line or is released by its master bolts toward the bloodmare, which then runs into the distant hills. It leads until the other horse becomes exhausted, then turns back to kill and eat its prey. The bloodmare returns each night so long as a group still has horses to prey upon, disappearing only after the last has been killed.

DC 25: Bloodmares were once bred by the sorcerer-kings of the Empire of the Wheel as steeds for their champions and generals. After that empire was destroyed, many of these creatures escaped into the wild, and they continue to haunt lonely grasslands and forests far from civilization.

ENCOUNTER GROUPS

In recent years, many lords, including King Virduk of Calastia, have tried capturing wild bloodmares and turning them into warhorses once again, with mixed results. When not countered in the wild, among their own kind, bloodmares are usually in the employ of a more powerful master — usually one of a sinister nature.

Level 16 Encounter (XP 7,400)

- 1 bloodmare (level 14 skirmisher)
- 2 firebred hellhounds (level 17 brute)
- 1 unhallowed champion (level 17 elite soldier)

HOUND

HOUNDS MAKE GOOD COMPANIONS FOR ALL SORTS OF FOLK due to their sharp senses and their celebrated loyalty.

Albadian Battledog	Level 3 Soldier
Medium natural beast	XP 150
Initiative +6	Senses Perception +6; low-light vision
HP 45; Bloodied 22; see also <i>tough hide</i>	
AC 19 (21 when not bloodied); Fortitude 15, Reflex 15, Will 14; see <i>tough hide</i>	
Speed 7	
⬇ Bite (standard; at-will) +10 vs. AC; 1d6+2 damage, and the target is grabbed (until escape).	
⬇ Lockjaw Bite (standard; at-will) Grabbed target only. +8 vs. Fortitude; 2d6+2 damage. <i>Miss</i> : Half damage.	
Tough Hide Until it is bloodied, the Albadian battledog gains a +2 bonus to AC.	
Alignment Unaligned	Languages –
Str 14 (+3)	Dex 15 (+3) Wis 11 (+1)
Con 13 (+2)	Int 2 (-4) Cha 5 (-2)

Albadian Battledog Tactics

The battledog relies mainly on its *tough hide* in combat. It typically initiates combat with a charge and uses its speed (and relatively high AC) to disengage if necessary. If it successfully grabs an opponent, the hound locks its jaws and simply attempts to outlast its opponent.

ALBADIAN HOUND LORE

The following information about Albadian hounds can be obtained with a successful Nature check.

DC 15: In the cold northlands of Albadia, arguably the most popular pastime is dog-fighting. Men and women there breed the Albadian battledog, a marvelous and vicious fighter. A typical specimen weighs 90 to 110 pounds. Its loose folds of flesh help it avoid serious injury from most bites (the skin pulls away from the muscles before they can be pierced), and its strong, low-slung frame provides great balance and mobility.

DC 20: Some unknown number of decades ago, an unsavory and unscrupulous breeder crossbred his battledogs with timber wolves captured in the mountains of Albadia. It took several generations of this breeding to get the mix he desired, one that combined the obedience of the battledog with the stamina of the wolf. He succeeded at last, though, at least well enough to begin to dominate the dog-fighting circuit. The crossbreeding was eventually discovered, though, and the fellow was hanged. (They take their dog-fighting very seriously in Albadia.)

Out of respect, the animals he'd created were set loose instead of slaughtered. That pack of two score or so dogs carved out a territory among the wolves. Not only have they managed to maintain it — they've thrived. Dubbed "Albadian wolves," these animals now roam much of northwestern Ghelspad in deadly packs.



Albadian Wolf		Level 4 Skirmisher
Medium natural beast		XP 175
Initiative +7	Senses Perception +8; low-light vision	
HP 55; Bloodied 27; see also <i>tough hide</i>		
AC 18 (19 when not bloodied); Fortitude 16, Reflex 17, Will 15; see <i>tough hide</i>		
Speed 8		
⬇ Bite (standard; at-will)		
+9 vs. AC; 1d6+2 damage, and the target is grabbed (until escape).		
⬇ Lockjaw Bite (standard; at-will)		
Grabbed target only. +7 vs. Fortitude; 2d6+2 damage, and the target is knocked prone. Miss: Half damage and the target is not knocked prone.		
⬇ Lupine Tactics (standard; at-will)		
The Albadian wolf makes a bite attack, but attacks against the target's AC or Reflex, whichever is lower. If the attack hits, the wolf or any ally adjacent to the target may shift 1 square.		
Tough Hide		
While not bloodied, the Albadian wolf gains a +1 bonus to AC.		
Alignment Unaligned	Languages –	
Str 14 (+4)	Dex 17 (+5)	Wis 13 (+3)
Con 15 (+4)	Int 2 (-3)	Cha 7 (+0)

Albadian Wolf Tactics

The Albadian wolf's *lockjaw bite* is perhaps deadlier than that of its purebred Albadian hound counterpart, for the wolf's greater size allows it to drag prey to the ground to be savaged by the pack. Otherwise, it behaves like a normal wolf.

ENCOUNTER GROUPS

Albadian hounds are commonly encountered with northern hunters and bandits alike. Albadian wolves, however, are rarely found in human company; instead, they roam the wilds of the snowy north in small packs, hunting prey with savage ferocity.

Level 3 Encounter (XP 800)

- 3 Albadian battledogs (level 3 soldier)
- 2 human berserkers (level 4 brute)

Level 5 Encounter (XP 1,050)

- 6 Albadian wolves (level 4 skirmisher)



Dwarf Hound		Level 5 Brute
Medium natural beast		XP 200
Initiative +3	Senses Perception +3; darkvision	
HP 78; Bloodied 39		
AC 17; Fortitude 19, Reflex 16, Will 16; see also <i>fearless</i>		
Speed 6		
⬇ Bite (standard; at-will)		
+8 vs. AC; 1d8+3 damage, and ongoing 5 damage (save ends).		
⬅ Deafening Bark (minor; recharge ⏏⏏⏏)		
Close burst 3; targets non-dwarves; +6 vs. Fortitude; the target is deafened (save ends).		
Fearless		
The dwarf hound gains a +4 bonus to Will against fear attacks.		
Alignment Unaligned	Languages –	
Skills Endurance +11		
Str 16 (+5)	Dex 13 (+3)	Wis 13 (+3)
Con 18 (+6)	Int 2 (-2)	Cha 8 (+1)

Dwarf Hound Tactics

A dwarf hound's *deafening bark* may not be worse than its bite, but its thunderous voice is nonetheless powerful. It is fearless in defense of its master and won't back down from any attacker, no matter how large or dangerous. Once a dwarf hound attacks a target, nothing can deter it except death or its master's express command.

DWARF HOUND LORE

The following information about dwarf hounds can be obtained with a successful Dungeoneering or Nature check.

DC 15: Legends say that the human King of Darakeene presented a dozen prize mastiffs to King Thorvann of the dwarves as a gesture of gratitude for the dwarves' aid during the goblin invasions. It's not likely that the human king expected the dour dwarves to do much with the gift, but Thorvann fell in love with the dogs and began breeding them in his underground halls.

DC 20: When the dwarfhold of Burok Torn was founded, many of the best of this breed were brought there, well loved for their penetrating bark, which echoes for miles through underground tunnels (an attribute that makes it an excellent sentry).

ENCOUNTER GROUPS

Dwarf hounds are almost invariably encountered in dwarven halls or accompanying dwarf patrols or hunting teams.

Level 4 Encounter (XP 950)

- 2 dwarf bolters (level 4 artillery)
- 3 dwarf hounds (level 5 brute)

Night-Touched Mastiff		Level 7 Skirmisher
Medium shadow magical beast (undead)		XP 300
Initiative +8	Senses Perception +10; darkvision	
HP 79; Bloodied 39		
AC 21; Fortitude 19, Reflex 19, Will 19		
Immune sleep; Resist 10 cold, 10 necrotic; Vulnerable 5 radiant		
Speed 8; see also <i>closing lunge</i> and <i>adroit shift</i>		
⊕ Bite (standard; at-will) • Necrotic +12 vs. AC; 1d8+3 damage, and ongoing 5 necrotic damage (save ends).		
⊕ Closing Lunge (standard; encounter) • Necrotic The night-touched mastiff moves 8 squares and makes a bite attack.		
See in Darkness A night-touched mastiff can see even through magical darkness, and it is not blinded by darkness effects.		
Adroit Shift (move; at-will) The night-touched mastiff shifts 4 squares.		
Alignment Unaligned	Languages Telepathy 10	
Skills Stealth +11		
Str 16 (+6)	Dex 16 (+6)	Wis 15 (+5)
Con 15 (+5)	Int 6 (+1)	Cha 17 (+6)

Night-Touched Mastiff Tactics

Night-touched hounds are always ready and willing to attack, but often they are accompanied by more dangerous allies who require the hounds to follow the desired prey. Otherwise, there is nothing particularly ingenious in a mastiff's attempt to savage a victim until it or the prey is dead.

NIGHT-TOUCHED MASTIFF LORE

The following information about night-touched mastiffs can be obtained with a successful Religion check.

DC 20: The night-touched are one of the many varieties of creatures that were created by Hrinruuk to amuse himself on his hunts. The night-touched were an experiment that combined the essence of outsiders with that of the undead. The results were monstrous creatures that were almost alive, almost demon and almost spirit. Needless to say, Hrinruuk was very pleased with his creations, and he spread them throughout the realm.

Alternately called the "Little Garabrud" or even "Hrinruuk's Hounds," these canines were created ages ago. Stories still told by those titanspawn who still worship Hrinruuk claim that the titan created these hounds as competition for himself. He would set them loose after the same prey he sought, and then challenge himself to capture the prey before the hounds tracked it down.

DC 25: Because of their aversion to sunlight, night-touched mastiffs typically harry their prey only after sundown. However, they are intelligent, and if they have reason to believe that their prey is aware that it is being followed, then they will suffer the effects of sunlight: Capture of its prey is always a hound's first priority.

ENCOUNTER GROUPS

Although night-touched mastiffs are fairly intelligent, their minds do not work in any comprehensible pattern. They are generally solitary, paranoid creatures who assume that everything they cannot control must be destroyed. However, sometimes they will join other creatures and form bands that ravage nearby regions. Night-touched can be found anywhere, but they prefer locations in which they can remain in darkness at all times due to their dislike of sunlight.

Level 6 Encounter (XP 1,350)

- 2 belsamaug (level 5 skirmisher)
- 2 night-touched mastiffs (level 7 skirmisher)
- 1 belsamaug shadowfiend (level 8 controller)



Keffiz		Level 11 Brute
Medium natural magical beast		XP 600
Initiative +7	Senses Perception +11; low-light vision	
HP 136; Bloodied 68		
AC 23; Fortitude 24, Reflex 23, Will 22; see also <i>Chardun's sanctuary</i>		
Speed 8; see also <i>leaping bite</i>		
⬇ Bite (standard; at-will) +14 vs. AC; 2d6+4 damage.		
⬇ Leaping Bite (standard; at-will) The keffiz shifts 1 square and attacks: +13 vs. Reflex; 3d6+4 damage, and the target is knocked prone.		
➤ Master's Will (standard; at-will) • Charm Ranged 5; targets canines; +12 vs. Will; the target is dominated (save ends). Saving throws against this effect suffer a -2 penalty.		
Chardun's Sanctuary (standard; at-will) The keffiz and all adjacent allies gain a +2 bonus to all defenses until the end of the keffiz's next turn.		
Alignment Evil	Languages –	
Skills Nature +11		
Str 18 (+9)	Dex 15 (+7)	Wis 12 (+6)
Con 16 (+8)	Int 7 (+3)	Cha 13 (+6)

Keffiz Tactics

In combat, the keffiz first drive any companion canines that they may have recruited using *master's will* into combat in order to soften up their opponents. If they are on a scouting patrol, they use the dogs to draw off or slow pursuit so that they can escape to make their report.

When under the command of more powerful beings, the keffiz themselves are used in this role — to weaken opponents and delay or draw off pursuit.

KEFFIZ LORE

The following information about keffiz can be obtained with a successful Nature check.

DC 15: Keffiz are Chardun's hunting hounds, known for tracking his enemies and using their steely fangs to make his displeasure known.

DC 20: Far more intelligent than a common hound, keffiz are often dispatched to remote areas where Chardun or his subordinates suspect that some threat might lurk. These creatures patrol large stretches of territory in an irregular circuit, walking their route daily.

Keffiz set on patrol are not expected to remedy a problem. However clever and cunning they may be, they are still less intelligent than the average human. Keffiz must simply keep an eye on suspicious activities within their run and then report back to their superiors, who will typically dispatch a team of loyal servants, each with a brace of keffiz, to evaluate the situation further.

ENCOUNTER GROUPS

Keffiz are generally encountered under one of two circumstances. The first is in the company of titanspawn who have come to serve Chardun, Lord of Dominion. These powerful servants use keffiz as hunting hounds and attack dogs, and they seldom travel without being accompanied by a number of these creatures.

Keffiz, however, can also hunt without the guidance of handlers. As servants of Chardun, keffiz have an innate talent for dominance: While on patrol, a keffiz will typically be accompanied by two to four wolves or domestic dogs that it has recruited. These creatures are fanatically loyal to the keffiz, and they will defend it to the death.

Occasionally, powerful priests of Chardun will be favored with one or more keffiz as bodyguards and pets.

Level 7 Encounter (XP 1,600)

- 3 dwarf hounds (level 5 brute)
- 1 5th-level dwarf cleric demonic acolyte* (level 5 elite controller)
- 1 keffiz (level 11 brute)

* See *Demonic Acolyte* template in the 4E *D&D Dungeon Master's Guide*, page 178. Stats for the NPC cleric are found in *Appendix Two* of this book.



IRON SERPENT

AN IRON SERPENT APPEARS AS A HUGE SNAKE, but its scales are heavy overlapping plates of iron. Its movements are always accompanied with the crash and clang of grinding metal.

IRON SERPENT LORE

The following information about iron serpents can be obtained with a successful Religion check.

DC 20: These creatures inhabit the deserts of many lands, lurking beneath the sand to emerge and strike hapless prey, which often includes travelers, nomads, and desert caravans. As they have no natural predators, iron serpents are virtually immortal; thankfully, as constructs, their numbers are relatively low because they do not reproduce.

DC 25: When the hammer and tongs of the titan Golthagga were destroyed in his final struggle with Corean the Avenger, the fragments of those great implements were scattered all across the world. Many landed in the desert region now known as the Iron Sands, and some of the smaller fragments are said to have pierced the flesh of the hardy desert snakes that dwelled there. From that catastrophe emerged the fierce predators called iron serpents — great, metal-scaled monsters infused with the hostility and evil of the fallen titan.

Iron Serpent	Level 14 Soldier
Huge immortal animate (construct)	XP 1,000
Initiative +13 Senses Perception +8; low-light vision, tremorsense 10	
HP 142; Bloodied 71	
AC 30; Fortitude 27, Reflex 26, Will 24	
Immune disease, poison; Vulnerable 5 lightning	
Speed 6, burrow 4	
⊕ Bite (standard; at-will) Reach 2; +21 vs. AC; 2d6+7 damage, and the target is grabbed (until escape).	
⊕ Constrict (standard; at-will) Grabbed target only. +19 vs. Fortitude; 2d8+7 damage, and the target is dazed until the end of the iron serpent's next turn.	
Tail Lash (free 1/round, when an enemy moves into a square adjacent to the serpent; at-will) +19 vs. Reflex; 1d8+7 damage, and the target is knocked prone.	
Alignment Unaligned	Languages —
Str 25 (+14)	Dex 18 (+11) Wis 13 (+8)
Con 22 (+13)	Int 3 (+3) Cha 10 (+7)

Iron Serpent Tactics

Iron serpents spend much of their time buried beneath the sand, hiding away from potential victims and conserving their energy until their tremorsense detects the approach of prey. If a caravan, herd, or other large group approaches, the serpent generally waits for stragglers or rearguards to pass by, and then bursts up from the sand to attack, bite, and crush a likely victim to death, swallow it, and then vanish once again beneath the sands.



IRON SERPENT

Iron Wurm **Level 24 Elite Brute**
Gargantuan immortal animate (construct) **XP 12,100**

Initiative +17 **Senses** Perception +14; low-light vision, tremorsense 10
HP 548; **Bloodied** 274
AC 38; **Fortitude** 39, **Reflex** 37, **Will** 34
Immune disease, poison; **Vulnerable** 10 lightning
Speed 8, burrow 4

⊕ **Bite** (standard; at-will)
 Reach 3; +27 vs. AC; 3d6+9 damage, and the target is grabbed (until escape).

⊕ **Constrict** (standard; at-will)
 Grabbed target only; +25 vs. Fortitude; 3d10+9 damage, and the target is dazed until the end of the iron wurm's next turn.

Tail Lash (free 1/round, when an enemy moves into a square adjacent to the serpent; at-will)
 +25 vs. Reflex; 1d10+9 damage, and the target is pushed 1 square and knocked prone.

Alignment Unaligned	Languages –	
Str 28 (+21)	Dex 21 (+17)	Wis 15 (+14)
Con 24 (+19)	Int 5 (+9)	Cha 14 (+14)

Iron Wurm Tactics

An iron wurm uses tactics similar to those of smaller iron serpents, but it is less likely to pick off stragglers and rearguards — more often, it will simply erupt from the sand in the middle of a group, lashing about with its tail and using bite and *constriction* to kill as much prey as possible.

ENCOUNTER GROUPS

Iron serpents are generally solitary creatures, though they sometimes hunt in pairs. Otherwise, they may be encountered with powerful titanspawn who have somehow bargained with the creature for mutual gain.

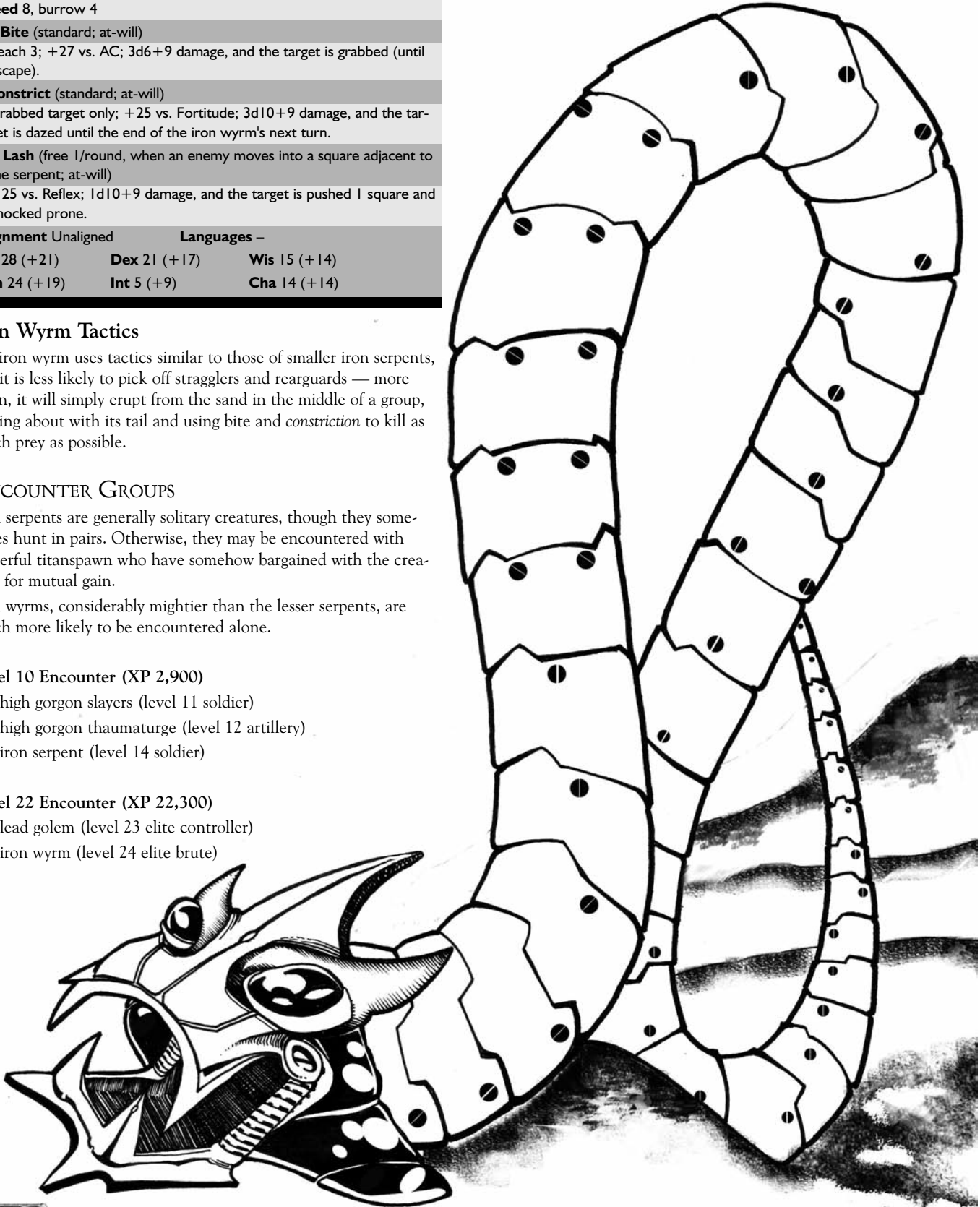
Iron wyrms, considerably mightier than the lesser serpents, are much more likely to be encountered alone.

Level 10 Encounter (XP 2,900)

- 2 high gorgon slayers (level 11 soldier)
- 1 high gorgon thaumaturge (level 12 artillery)
- 1 iron serpent (level 14 soldier)

Level 22 Encounter (XP 22,300)

- 1 lead golem (level 23 elite controller)
- 1 iron wurm (level 24 elite brute)



LETHAL SWARM

MANY CREATURES THAT MIGHT NOT BE CONSIDERED A DANGER if encountered alone or in small numbers can be truly frightening in swarms.



Dunefish Swarm		Level 8 Skirmisher
Medium natural beast (reptile, swarm)		XP 350
Initiative +11 Senses Perception +5; tremorsense 10		
Swarm Attack aura 1; the dunefish swarm makes a basic attack as a free action against each enemy that begins its turn in the aura		
HP 84; Bloodied 42		
AC 22; Fortitude 19, Reflex 22, Will 18		
Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks		
Speed 6, burrow 6		
⊕ Swarm of Fangs (standard; at-will) +13 vs. AC; 2d6+4 damage, and ongoing 5 damage (save ends).		
Alignment Unaligned		Languages –
Skills Athletics +5, Stealth +14		
Str 2 (+0)	Dex 18 (+9)	Wis 13 (+5)
Con 12 (+5)	Int 1 (-1)	Cha 4 (+1)

Dunefish Tactics

Dunefish have no tactics to speak of, simply swarming over prey and stripping flesh from bone in mere moments.

DUNEFISH LORE

The following information about dunefish can be obtained with a successful Nature check.

DC 15: The Onn Desert has been plagued by swarms of diminutive reptiles for centuries, beasts cunningly adapted to "swimming" through the sand dunes and leaping from concealment to attack unsuspecting prey. Though they are actually small lizards, these creatures are called dunefish due to their behavioral similarities to voracious predatory fishes.

DC 20: It is uncertain just what attracts these tiny reptiles — some say it is the scent of living things, others the vibrations people make while walking, and still others believe that they are attracted to the hopeless souls of those dying of thirst. This last is especially ironic, for dunefish require very little water themselves.

Dunefish are used as a food source by some desperate desert

tribesmen, though capturing them is risky. While nutritious, the tiny lizards are anything but tasty, with leathery, oily flesh that is hard to chew and swallow. Some desert nomads have become experts at following dunefish "schools" and plundering the riches remaining after caravans or small groups are attacked and stripped bare, leaving their valuables lying in the bloodied sand.

ENCOUNTER GROUPS

Dunefish swarms are never encountered with other creatures unless somehow compelled by magic to serve; if a swarm is found near another creature, it is almost certain that one is hunting the other.

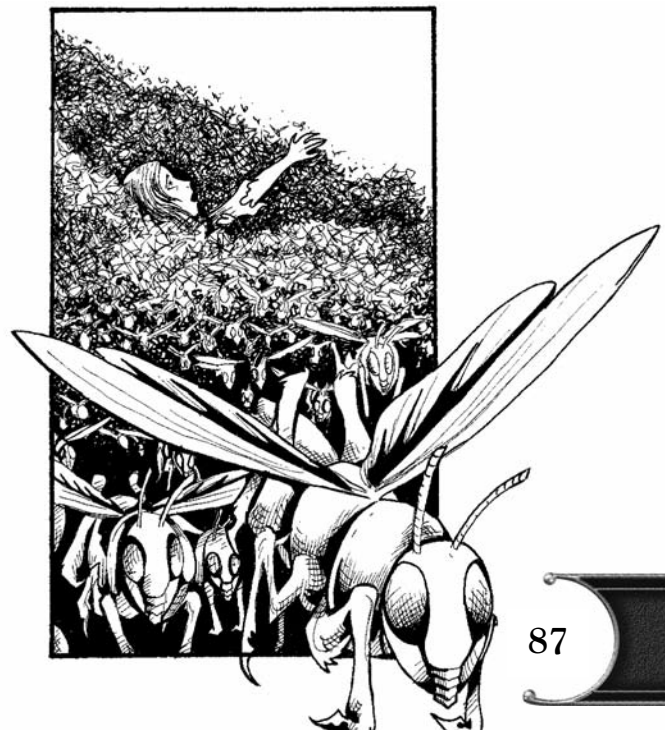
Level 8 Encounter (XP 1,750)

- 3 dunefish swarms (level 8 skirmisher)
- 1 blight wolf (level 8 elite soldier)

Glutton Locust Swarm		Level 16 Skirmisher
Medium natural beast (swarm)		XP 1,400
Initiative +13 Senses Perception +10		
Swarm Attack aura 1; the glutton locust swarm makes a basic attack as a free action against each enemy that begins its turn in the aura		
HP 151; Bloodied 75		
AC 30; Fortitude 27, Reflex 28, Will 27		
Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks		
Speed 3, fly 6 (hover)		
⊕ Creeping Doom (standard; at-will) +21 vs. AC; 2d8+3 damage (3d8+3 against bloodied targets).		
Gluttony A glutton locust swarm that spends at least 1 full turn in a square entirely denudes that square of any inanimate organic materials or objects — trees and plants, wooden construction, leather goods, etc. As a result, squares that were formerly difficult terrain or that contained obstacles may become clear.		
Alignment Unaligned		Languages –
Str 2 (+4)	Dex 17 (+11)	Wis 15 (+10)
Con 15 (+10)	Int 1 (+3)	Cha 2 (+4)

Glutton Locust Tactics

Glutton locusts are not subtle: They simply attack anything edible.



GLUTTON LOCUST LORE

The following information about glutton locusts can be obtained with a successful Nature check.

DC 20: Spawn of the titan Gaurak, glutton locusts are just one of many hazards to travelers in the Scarred Lands. These foot-long insects have an insatiable appetite and will eat anything: grain, fruit, or flesh. Glutton locust swarms can turn a caravan to bones in minutes and devour an entire season's crops in under an hour.

DC 30: Gaurak, it is said, could summon swarms of glutton locusts, commanding them to devour all around him and then fly directly into his maw. A number of orc and goblinoid shamans are said to know rituals that allow them to control the swarms similarly, sending the swarms to destroy rival tribes and settlements of the divine races.

ENCOUNTER GROUPS

The only creatures that might inhabit the same place as a glutton locust swarm would be skeletons or similar creatures, whose bones offer no sustenance to the locusts.

Level 16 Encounter (XP 7,000)

- 2 bone lords (level 16 brute)
- 3 glutton locust swarms (level 16 skirmisher)

Doom Mite Swarm		Level 31 Skirmisher
Large natural beast (swarm)		XP 23,000
Initiative +20	Senses Perception +17	
Swarm Attack aura 2; the doom mite swarm makes a basic attack as a free action against each enemy that begins its turn in the aura		
HP 268; Bloodied 134		
AC 45; Fortitude 42, Reflex 44, Will 43		
Resist half damage from melee and ranged attacks; Vulnerable 15 against close and area attacks		
Speed 1, fly 8 (hover)		
⊕ Devouring Cloud (standard; at-will) +36 vs. AC; 3d10+3 damage.		
↵ Eat from Within (standard; at-will) Close burst 2; +34 vs. Fortitude; 3d10+3 damage, and the target is dazed and takes ongoing 10 damage (save ends both).		
Alignment Unaligned	Languages –	
Str 1 (+10)	Dex 16 (+18)	Wis 15 (+17)
Con 12 (+16)	Int 1 (+10)	Cha 8 (+14)

Doom Mite Tactics

A doom mite swarm has no concern but to consume every living thing nearby, flesh and bones alike. No creature with a physical form is safe from their insatiable hunger.

DOOM MITE LORE

The following information about doom mites can be obtained with a successful Nature check.

DC 20: One of the most feared of all creatures of Asherak is also the smallest and most seemingly innocuous. Known also as "the gilings" or "doomdust," these creatures seem at first glance to be nothing more than grains of sand carried on the wind. Their form, however, is far from representative of the terrible danger they pose. A swarm of gilings can devour a man in moments, leaving a neatly stripped skeleton in its wake.

A doom mite swarm's resemblance to a moving, predatory sandstorm has given rise to many tall tales of evil wind spirits and sand demons that scour the desert, preying on the unfortunate. Slain victims often leave behind treasures and possessions, which the desert natives eagerly hunt and plunder.

DC 25: Doom mites are tiny carnivorous creatures that congregate together in the hundreds of thousands, even millions, blowing along in a veritable storm of what looks like living sand, devouring all it encounters. Such swarms are always on the move, eternally hungry, and consume any organic matter, living or dead.

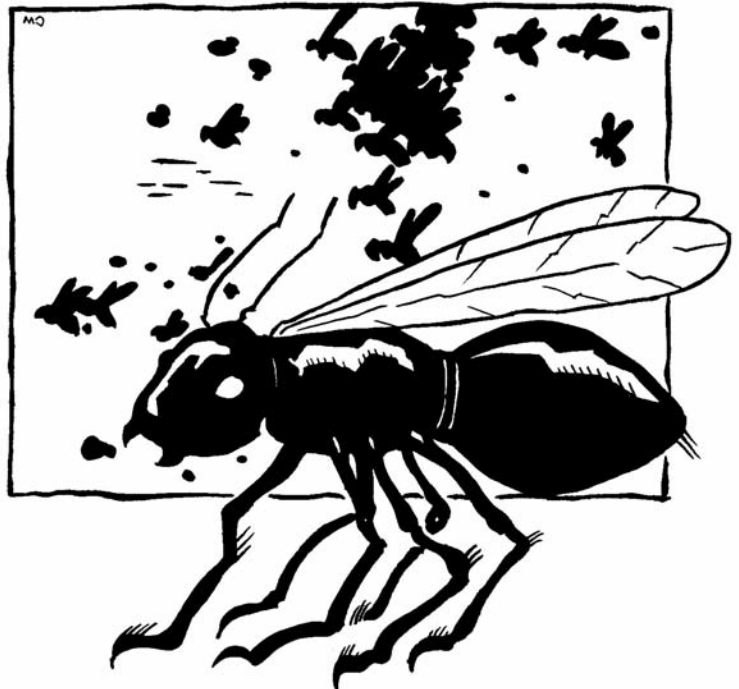
DC 30: Desert natives have learned to recognize the low, thrumming hum made by a doom mite swarm on the move, and quickly move to shelters or flee the area.

ENCOUNTER GROUPS

Doom mites are never found in the vicinity of other creatures — they see all other life (and even the undead) as nothing more than another food source.

Level 28 Encounter (XP 69,000)

- 3 doom mite swarms (level 31 skirmisher)



MINOTAUR

MINOTAURS BY ANY OTHER NAME, the taurans differ from other sorts of minotaurs only in that they have reticulated hooved hands rather than fingers.

TAURAN LORE

The following information about taurans can be obtained with a successful Nature check.

DC 15: Stalwart and reclusive, taurans seek shelter, power, and wisdom through the creation of vast labyrinths, both above and below the surface. They are believed to be the spawn of Hrinruuk. Stories of the ravenous taurans are fresh in the memories of many of the longer-lived races, for they were dangerous foes throughout the Divine War.

DC 20: Once enormous specimens of physical power like their hunter brethren, tauran mystics now resemble aged, slender humanoids with the head and legs of a bull. They typically mark their skin extensively with tattooing, branding, scarification, and selective skinning; taurans frequently cover their entire bodies with complex labyrinths of scars. They sometimes appear sickly or even emaciated, but they are in fact still quite powerful. However, unlike younger tauran hunters, they spend more time thinking about the nature of the physical and spiritual worlds than about the nature of their next meal.

DC 25: Hrinruuk was indeed the originator of the taurans. They are generally not benign creatures, and the majority of them are evil, but some few are approachable and willing to share their enlightenment (or at least their version of enlightenment). Even Yugman the Sage professes some degree of confusion over the precepts of the taurans, though this is partly because each tauran develops a very personal set of beliefs that grows out of the labyrinth he or she creates.

The following information about taurans can be obtained with a successful Religion check.

DC 25: Taurans as a whole are spiritual extremists, whatever their personal views may be, and they are terribly stubborn. Their philosophies are unified in one thing only: All taurans hold that properly constructed labyrinths have correspondences with the self, and that by designing, constructing, and walking a sufficiently complex labyrinth, the tauran can come to a new understanding of — and control over — the material world.

Tauran Hunter	Level 12 Skirmisher
Large natural humanoid	XP 700
Initiative +9	Senses Perception +13; low-light vision
HP 122; Bloodied 61; see also <i>ferocity</i>	
AC 27; Fortitude 26, Reflex 22, Will 23	
Speed 8	
⬇ Slam (standard; at-will)	Reach 2; +17 vs. AC; 2d6+5 damage.
⬇ Goring Charge (standard; at-will)	The tauran hunter makes a charge attack: +18 vs. AC; 2d6+5 damage, and the target is pushed 1 square and knocked prone.
⬇ Vicious Stomp (standard; at-will)	Prone targets only. +17 vs. AC; 2d10+5 damage. The tauran hunter may shift 1 square either before or after the attack.
Ferocity (free, when first bloodied; encounter)	The tauran hunter makes a melee basic attack.
Alignment Evil	Languages Common
Skills Dungeoneering +13, Intimidate +12, Nature +13	
Str 21 (+11)	Dex 13 (+7) Wis 14 (+8)
Con 18 (+10)	Int 9 (+5) Cha 13 (+7)

Tauran Hunter Tactics

A tauran hunter sees protection of the tribe's mystics as its primary role in combat. It generally uses its *vicious stomp* if it manages to knock an enemy prone with its initial *goring charge*.



Tauran Mystic		Level 12 Artillery (Leader)	
Large natural humanoid		XP 700	
Initiative +8	Senses Perception +9; low-light vision		
HP 95; Bloodied 47; see also <i>inspire ferocity</i>			
AC 24; Fortitude 24, Reflex 23, Will 25			
Speed 6			
⊕ Slam (standard; at-will)			
Reach 2; +19 vs. AC; 1d8+4 damage.			
☯ Confounding Haze (standard; at-will) • Psychic			
Ranged 10; +17 vs. Will; 2d6+4 psychic damage, and the target is dazed until the end of the tauran mystic's next turn.			
✦ Feral Burst (standard; encounter) • Divine			
Area burst 3 within 10 squares; each ally within the burst makes a melee basic attack.			
Feral Surge (minor; encounter) • Divine			
Area burst 3 within 10 squares; each ally within the burst makes a saving throw against one effect that a saving throw can end.			
Inspire Ferocity (free, when first bloodied; encounter)			
Ranged 10; one bloodied ally within ranged makes a melee basic attack.			
Alignment Evil	Languages Common		
Skills Arcana +12, Intimidate +15, Nature +14, Religion +12			
Str 18 (+10)	Dex 15 (+8)	Wis 16 (+9)	
Con 17 (+9)	Int 13 (+7)	Cha 19 (+10)	

Tauran Mystic Tactics

Taurons find combat tedious — it distracts them from their spiritual and architectural pursuits. They prefer to hide at the center of their labyrinths, using spells to separate and weaken intruders until they can deal with the members of an invading party one by one. When a tauran mystic is forced to enter melee combat, it uses its still considerable strength to great effect.

ENCOUNTER GROUPS

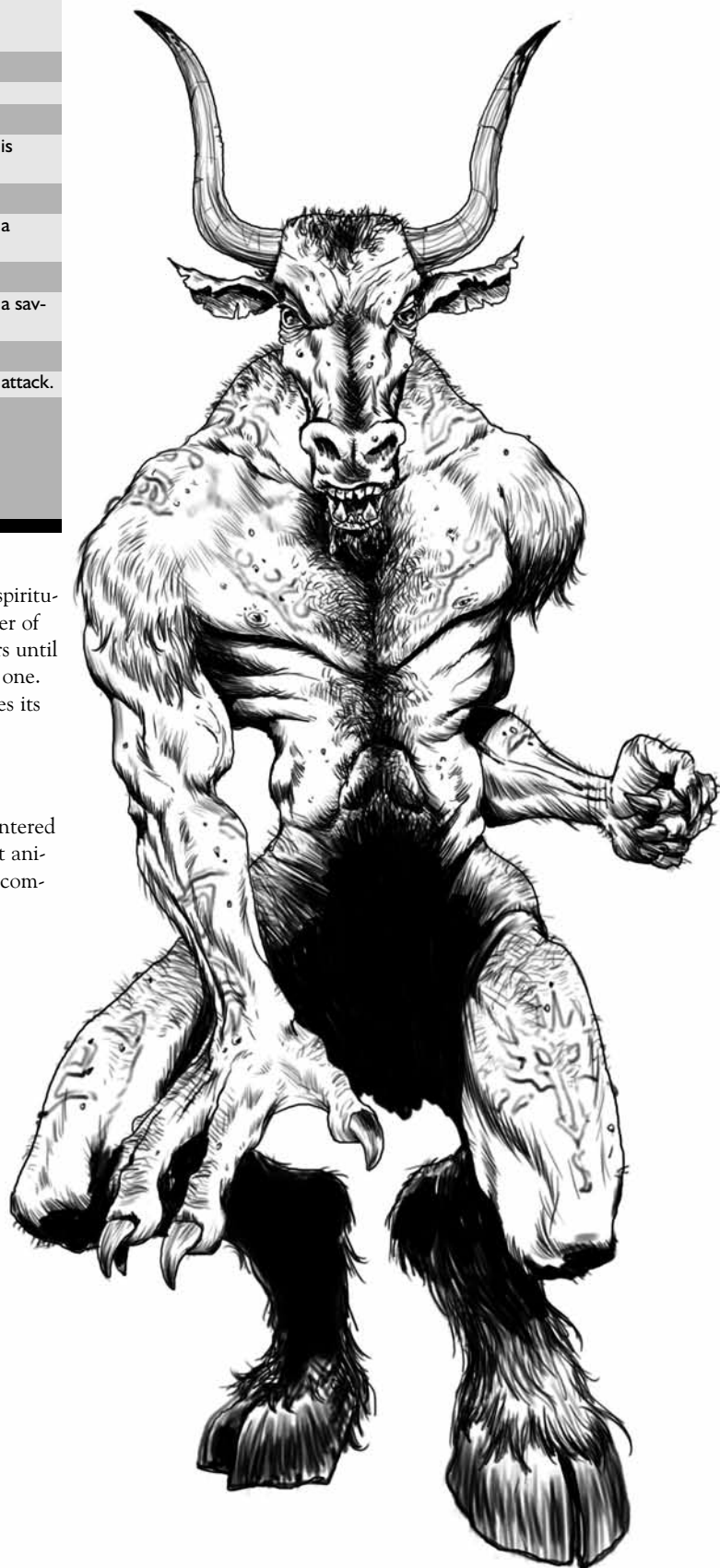
Taurans are quite reclusive and xenophobic, normally encountered only among their own kind. However, they do have excellent animal husbandry, and often keep dangerous beasts as pets and companions.

Level 12 Encounter (XP 3,500)

- 3 tauran hunters (level 12 skirmisher)
- 2 tauran mystics (level 12 artillery)

Level 13 Encounter (XP 4,800)

- 2 minotaur warriors (level 10 soldier)
- 2 tauran mystics (level 12 artillery)
- 1 chimera (level 15 elite brute)



MOCK DRAGON

DESPITE ITS MENACING DEMEANOR, the mock dragon is relatively harmless — at least when compared to the true dragons. Its "wings" are nothing more than modified fins poking out from its back, useful only for collecting the sun's heat on cool days. It cannot breathe fire, although it was engineered to have a convincing enough capacity for spitting poison.

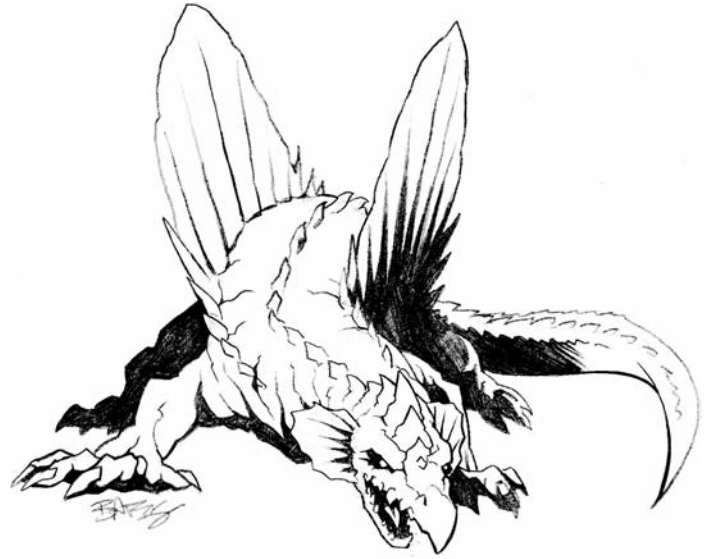
MOCK DRAGON LORE

The following information about mock dragons can be obtained with a successful Arcana check.

DC 30: After the Titanswar ended, the surviving dragons — the living weapons of the titans — went to ground to avoid the victorious gods and their servants. It was difficult for them to hide, however, for any report of something even vaguely draconic would bring down inconvenient mobs of pious prospective dragon-slayers. It was then that one of the most cunning of their number devised a clever plan: to spread decoys throughout the land, that they might hide in relative safety.

Through unknown means, this dragon reconfigured some of the giant lizards of the Scarred Lands into mock dragons — cunning facsimiles that look convincing enough to fool most observers.

And the true dragon's plan worked beautifully. Each year, a few more encounters with "dragons" are recorded, a few more "dragon-slayers" triumph, and a few more people forget that the mock dragon is but a pale shadow of the true dragons of Scarn. For the purposes of buying dragons time, the mock dragon is a rousing success.



Mock Dragon		Level 9 Brute
Large natural beast (reptile)		XP 400
Initiative +5	Senses Perception +5; low-light vision	
HP 116; Bloodied 58		
AC 22; Fortitude 23, Reflex 20, Will 19		
Speed 8		
⬇️ Bite (standard; at-will) • Poison +12 vs. AC; 2d6+5 damage, and ongoing 5 poison damage (save ends).		
⬇️ Claw (standard; at-will) Reach 2; +12 vs. AC; 1d8+5 damage.		
⬇️ Double Attack (standard; at-will) The mock dragon makes two claw attacks.		
↩️ Venomous Breath (standard; recharge ☞☞☞) • Poison Close blast 3; +10 vs. Reflex; 2d4+3 poison damage, and the target is blinded (save ends).		
Tail Slap (immediate reaction, when an enemy moves into position to flank the mock dragon; at-will) The mock dragon targets one creature flanking it: Reach 2; +10 vs. Reflex; 1d10+5 damage, and the target is pushed 2 squares.		
Alignment Unaligned	Languages –	
Str 20 (+9)	Dex 12 (+5)	Wis 12 (+5)
Con 16 (+7)	Int 2 (-3)	Cha 10 (+4)

Mock Dragon Tactics

The mock dragon starts combat with bite attack, preferring to expend as little energy as possible. If irritated further, the great lizard spits its *venomous breath* and then attacks with its fearsome claws, focusing on one opponent at a time. The mock dragon prefers to save a second *venomous breath* attack as a prelude to fleeing the combat, and uses it as a last resort.

Mock Dragon Battlesteed		Level 10 Soldier
Large natural beast (mount, reptile)		XP 500
Initiative +9	Senses Perception +7; low-light vision	
HP 104; Bloodied 52		
AC 26; Fortitude 23, Reflex 21, Will 20		
Speed 8 (7 while mounted)		
⬇️ Bite (standard; at-will) • Poison +17 vs. AC; 2d6+5 damage, and ongoing 5 poison damage (save ends).		
⬇️ Claw (standard, only while not mounted; at-will) Reach 2; +17 vs. AC; 1d8+5 damage.		
↩️ Venomous Breath (standard; recharge ☞☞☞) • Poison, Zone Close blast 3; +13 vs. Reflex; 2d4+3 poison damage, and the target is blinded (save ends). The burst creates a cloud of burning mist that blocks line of sight; the zone lasts until the end of the mock dragon battlesteed's next turn. Creatures that start their turns in the zone take 1d4+3 poison damage and are blinded (save ends).		
Cover Your Eyes (while mounted by a friendly rider of 10th level or higher; at-will) • Mount The mock dragon battlesteed grants its rider immunity to blindness resulting from the venomous breath of mock dragons, including its own.		
Alignment Unaligned	Languages –	
Str 20 (+10)	Dex 14 (+7)	Wis 15 (+7)
Con 16 (+8)	Int 2 (+1)	Cha 10 (+5)

Mock Dragon Battlesteed Tactics

The mock dragon battlesteed prefers its bite attack to claws, likely due to its training while mounted. The battlesteed uses its *venomous breath* whenever it can, mounted or otherwise, relying on *cover your eyes* to protect its rider; it is careful to avoid other allies (such as footmen accompanying its rider) with its breath where possible, but if it can hit at least as many enemies as allies, it will do so.

Greater Mock Dragon	Level 15 Elite Brute
Huge natural beast (reptile)	XP 2,400
Initiative +7	Senses Perception +9; low-light vision
HP 362; Bloodied 181; see also <i>bloodied breath</i>	
AC 30; Fortitude 31, Reflex 28, Will 25	
Saving Throws +2	
Speed 8	
Action Points 1	
⬇ Bite (standard; at-will) • Poison Reach 2; +18 vs. AC; 2d8+7 damage, and ongoing 10 poison damage (save ends).	
⬇ Claw (standard; at-will) Reach 3; +18 vs. AC; 1d10+7 damage.	
⬇ Double Attack (standard; at-will) The mock dragon makes two claw attacks.	
⬇ Crushing Rampage (standard; recharge ☞☞☞) The mock dragon moves up to 8 squares, even through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the mock dragon makes a claw attack against that creature. The mock dragon must leave the space after it attacks, and it must end its rampage in an unoccupied space.	
⬅ Venomous Breath (standard; recharge ☞☞☞) • Poison Close blast 5; +16 vs. Reflex; 3d6+5 poison damage, and the target is blinded and takes ongoing 5 poison damage (save ends both).	
Bloodied Breath (free, when first bloodied; encounter) • Poison The mock dragon's venomous breath recharges, and the mock dragon uses it immediately.	
Tail Slap (immediate reaction, when an enemy moves into position to flank the mock dragon; at-will) The mock dragon targets one creature flanking it: Reach 3; +16 vs. Reflex; 2d10+7 damage, and the target is pushed 3 squares.	
Alignment Unaligned	Languages –
Str 24 (+14)	Dex 10 (+7)
Con 21 (+12)	Int 2 (+2)
	Wis 15 (+9)
	Cha 14 (+9)

Greater Mock Dragon Tactics

Simply a larger, older mock dragon, the "greater" version is considerably more cunning and fierce. It tends to use its breath weapon more freely, not fearing that it might need to escape, and its *crushing rampage* is truly a frightening sight to behold.

ENCOUNTER GROUPS

Mock dragons are often raised and used as mounts by the elite Black Dragon Knights of Calastia. Otherwise, they are generally encountered in the wild, either alone or in pairs.

Level 9 Encounter (XP 2,100)

- 3 5th-level fighters* (level 5 soldier)
- 1 mock dragon battlesteed (level 10 skirmisher)
- 1 10th-level fighter battle champion* (level 10 soldier)

* See *Battle Champion* template in the 4E D&D DUNGEON MASTER'S GUIDE, page 176. Stats for the NPC fighters are found in Appendix Two of this book.

Level 16 Encounter (XP 7,200)

- 1 greater mock dragon (level 15 elite brute)
- 1 elder steel giant (level 19 elite soldier)



MURDERSPRITE

CRUEL AND BLOODTHIRSTY CREATURES, murdersprites enjoy undertaking sabotage, deception, and observation. Intelligent but by no means ingenious, these creatures are possessed of a malicious cunning, and they take great pride in inflicting woe.

MURDERSPRITE LORE

The following information about murdersprites can be obtained with a successful Arcana check.

DC 15: Unlike many of the creatures created by the titans, murdersprites have prospered in the time since the Divine War. With their fast breeding cycle and malicious intelligence, they have infested many places, displacing rats as vermin or actually herding the rodents for food.

Where they are found, murdersprites are mercilessly hunted and destroyed, for if left alone they carry out campaigns of terror and sabotage for little more reason than that fear and pain delight them. Where they dwell, small children and the elderly are set upon and blinded or hamstrung, pets are poisoned and tortured, and every grain silo is a bomb waiting to explode.

DC 20: Murdersprites are certainly clever enough to use tools; even if they are not intelligent enough to manufacture items, they can certainly filch them. These sprites are as brutal to one another as they are to the larger inhabitants of the world around them, and their existence is a squalid caricature of human life, composed of little more than sly manipulation and brutal dominance games.

Murdersprite		Level 1 Skirmisher
Tiny fey humanoid		XP 100
Initiative +4	Senses Perception +0; low-light vision	
HP 27; Bloodied 13; see also <i>bloodlust</i>		
AC 15; Fortitude 11, Reflex 14, Will 12		
Immune sleep		
Speed 3, fly 6 (hover); see also <i>flitting attack</i>		
⬇ Bite (standard; at-will) • Poison +6 vs. AC; 1d6+2 poison damage.		
⬇ Flitting Attack (standard; at-will) The murdersprite shifts 2 squares and makes a bite attack.		
Bloodlust (immediate reaction, when first bloodied; encounter) The murdersprite makes a bite attack.		
Alignment Evil	Languages Elven	
Skills Stealth +7, Thievery +7		
Str 4 (-3)	Dex 14 (+2)	Wis 10 (+0)
Con 11 (+0)	Int 7 (-2)	Cha 6 (-2)

Murdersprite Tactics

Most murdersprites carry pins, sharpened bits of wire, or sharp-edged fragments of glass they use for self-defense among their own kind or against aggressive animals. Despite their cruelty and uncanny durability, they prefer to avoid combat with larger creatures; when actually attacking with lethal intent, they prefer their razor-sharp fangs, though they rarely attack if not accompanied by several dozen of their kind.

Murdersprite Dreadwind		Level 8 Skirmisher
Medium natural humanoid (swarm)		XP 350
Initiative +6	Senses Perception +4; low-light vision	
Swarm Attack aura 1; the murdersprite dreadwind makes a basic attack as a free action against each enemy that begins its turn in the aura		
HP 101; Bloodied 50; see also <i>blood scourge</i>		
AC 20; Fortitude 19, Reflex 22, Will 19		
Immune sleep; Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks		
Speed 3, fly 6 (hover)		
⬇ Cloud of Fangs (standard; at-will) • Poison +11 vs. AC; 2d8+2 poison damage, and ongoing 5 poison damage (save ends).		
⬇ Biting Scourge (standard, only while bloodied; encounter) The murdersprite dreadwind shifts 6 squares, even through enemy-occupied squares. It makes a melee basic attack against any creature whose space it enters. The dreadwind cannot attack a target more than once in this fashion; it may end its movement in an occupied square.		
Alignment Evil	Languages Elven	
Skills Stealth +7, Thievery +7		
Str 4 (+1)	Dex 14 (+6)	Wis 10 (+4)
Con 11 (+4)	Int 7 (+2)	Cha 10 (+4)

Murdersprite Dreadwind Tactics

A murdersprite dreadwind is nothing more than a flying mob of dozens of murdersprites, united by their common love of cruelty and bloodshed. In such numbers, these tiny fey are remarkably dangerous, and they rarely back down from a fight.

ENCOUNTER GROUPS

Murdersprites sometimes ally themselves with other evil fey; however, and fortunately for any folks who live nearby, such alliances rarely last longer than a few weeks or months at the most. The sprites are very social creatures, although their society is based almost entirely on cruelty and brutality.

Level 2 Encounter (XP 650)

- 5 murdersprites (level 1 skirmisher)
- 1 child trap (level 3 controller)

Level 9 Encounter (XP 2,050)

- 3 murdersprite dreadwinds (level 8 skirmisher)
- 1 Hornsaw unicorn (level 10 elite brute)



NAGA

IN GENERAL, THE NAGAS OF SCARN are like those of other worlds, but there are a few varieties in the Scarred Lands that have yet to be encountered anywhere else.

NAGA, BLOODMIST

Bloodmist Naga		Level 17 Elite Lurker	
Large immortals magical beast (reptile)		XP 3,200	
Initiative +15	Senses Perception +18; low-light vision		
HP 242; Bloodied 121			
AC 33; Fortitude 31, Reflex 29, Will 31			
Resist insubstantial			
Saving Throws +2			
Speed 8; phasing; see also <i>roiling bloodmist</i>			
Action Points 1			
⬇ Bite (standard; at-will) • Necrotic, Poison			
Reach 2; +22 vs. AC; 1d8+4 damage, plus ongoing 5 necrotic damage (save ends) and ongoing 5 poison damage (save ends).			
⬇ Roiling Bloodmist (standard; recharge ⌚⌚⌚)			
The bloodmist naga shifts up to 4 squares; it can move through enemies' spaces and end its move in occupied squares. At the end of this move, the naga makes a grab attack against each enemy whose space it occupies completely. The naga may grab and hold as many creatures as can fit wholly into its space, and may sustain all of the grabs with one minor action each round.			
⬇ Constrict (standard; at-will)			
Affects all targets the bloodmist naga has grabbed; +20 vs. Fortitude; 2d6+8 damage, and the target is dazed until the end of the bloodmist naga's next turn.			
⤵ Befuddling Glare (minor; at-will) • Charm, Gaze			
Ranged 5; +20 vs. Will; the target is dazed until the end of the bloodmist naga's next turn.			
Minor Invulnerability (immediate interrupt, when the naga suffers an effect that a save can end; recharge ⌚⌚⌚)			
The bloodmist naga rolls a saving throw against the effect.			
Alignment Evil	Languages Common, Draconic, Supernal		
Skills Stealth +16			
Str 18 (+12)	Dex 17 (+11)	Wis 20 (+13)	
Con 19 (+12)	Int 16 (+11)	Cha 21 (+13)	

Bloodmist Naga Tactics

Bloodmist nagas hunt by isolating and attacking victims with their *roiling bloodmist* and *constriction*, while ravaging would-be attackers with its poisonous bite and *befuddling glare*. They favor intelligent prey, and some clutches have even taken to hunting members of the Carnival of Shadows with a measure of success.

BLOODMIST NAGA LORE

The following information about bloodmist nagas can be obtained with a successful Arcana check.

DC 20: These large incorporeal nagas manifest as slinking wisps of blood-red mist deep within swamps such as the Blood Bayou. They have a sleek snake-like body covered in black and gold patterned scales. Their hairless heads can resemble a human of either sex, and their small ears are spined and webbed.

DC 25: The bloodmist nagas withdrew from the physical world



when the blood of Kadum flooded their lands during Kadum's Deluge. Despite being somewhat isolated from the Scarred Lands, bloodmist nagas still do what they can to restore their beloved Mormo.

ENCOUNTER GROUPS

Bloodmist nagas, perhaps even more than others of their kind, are notoriously solitary. If encountered with other creatures, they are most likely seeking to make those creatures their next meal.

Level 13 Encounter (XP 4,900)

- 3 steppe trolls (level 11 brute)
- 1 steppe troll chieftain (level 16 brute)
- 1 bloodmist naga (level 17 elite lurker)

NAGA, CROWN

Crown Naga	Level 14 Elite Controller	
Large immortal magical beast (reptile)	XP 2,000	
Initiative +10	Senses Perception +16; low-light vision	
HP 284; Bloodied 142; see also <i>lock body</i>		
AC 30; Fortitude 28, Reflex 26, Will 28		
Resist 10 poison		
Saving Throws +2		
Speed 8		
Action Points 1		
⬇ Bite (standard; at-will) • Poison		
Reach 2; +19 vs. AC; 1d8+5 damage, plus ongoing 10 poison damage (save ends) and the target is dazed until the end of the crown naga's next turn.		
⬇ Two Heads (standard; at-will) • Poison		
The crown naga makes two bite attacks.		
⤴ Lightning Cage (standard; recharge ☹☹☹) • Lightning		
Ranged 10; +18 vs. Reflex; 1d10+6 lightning damage, and the target is restrained and takes ongoing 5 lightning damage (save ends both).		
⬅ Thunder Burst (standard; recharge ☹☹☹) • Thunder		
Close burst 3; +16 vs. Reflex; 1d8+6 thunder damage, and the target is pushed 2 squares.		
Lock Body (move action, only while bloodied; encounter)		
The crown naga locks itself into rigidity, effectively becoming petrified until it decides to relax (a minor action). While "petrified" in this way, the naga also gains regeneration 10.		
Alignment Unaligned	Languages Common, Draconic, Supernal	
Str 21 (+12)	Dex 17 (+10)	Wis 18 (+11)
Con 22 (+13)	Int 18 (+11)	Cha 23 (+13)

Crown Naga Tactics

Crown nagas use their speed to gain advantage in combat, slithering quickly among opponents to snap at multiple targets with successive bites: The creatures usually seek to poison as many enemies as possible as quickly as they can. If opponents prove immune or resistant to a naga's bite, it retreats into its lair while harassing pursuers with lightning cage and thunder burst.

CROWN NAGA LORE

The following information about crown nagas can be obtained with a successful Arcana check.

DC 20: Crown nagas are what remains of one of the most proud and venerated abominations of serpent and human that crawled the surface of Scarn. Legends from the Titanswar hold that Mormo selected her favorites among the woman-headed serpents to use as javelins against the goddess Tanil. The titan drew her obedient naga taut and hurled them at her assailant. Ever alert, however, Tanil cleaved each snake in twain and cast it aside as the battle between creator and usurper waged on.

Although most were slain, the nagas that Mormo threw were not all destroyed. Rather, the remaining few slithered off in shame for failing their mistress, seeking out holes and burrows in which to hide from her wrath and the might of the assembled gods. Sequestered thusly, the crown nagas survived the Titanswar. It was only much later that some were discovered again, quivering in their dark holes.

Priests and champions dedicated to the Serpent Mother have coaxed a few of these creatures from their holes, offering promises that the nagas could earn Mormo's favor once again by aiding the effort to restore the dismembered titan.

DC 25: Some crown nagas still exist in isolation across the Scarred Lands, generally cut off from the world above and living in a self-imposed solitary confinement; they shelter in their tunnels, feeding off rodents and the occasional intruder. These beasts would attack anyone bearing a sign of Tanil on sight, but might also do anything to placate an interloper who claimed to be from Mormo, come to exact retribution for the nagas' ancient failure.

"Recovered" crown nagas are now protected and served by Mormo's druids. The twisted worshipers of the Serpent Mother feed and house the nagas, and also provide them with mates. In return, the nagas lay nests of writhing offspring. The titan's devotees have taken to using the small, two-headed snakes much in the way their Mother did, as poisonous javelins and arrows, against the followers of the accursed gods. By performing such service for their creator, crown nagas regain some of the renown that they possessed hundreds of years ago.

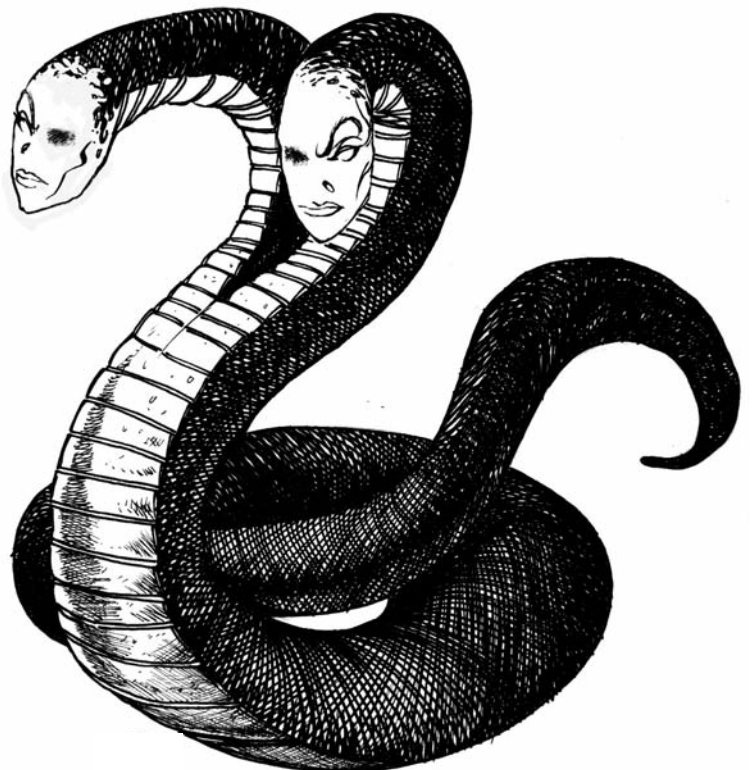
ENCOUNTER GROUPS

When not encountered alone in their underground lairs, crown nagas can be found in the company of other servants of Mormo.

Level 13 Encounter (XP 4,000)

- 2 10th-level soulless rogues* (level 10 elite skirmishers)
- 1 crown naga (level 14 elite controller)

* See *Soulless template* in Appendix One; see *NPC rogue stats* in Appendix Two.



NAGA, HOLLOW

Hollow Naga	Level 12 Elite Soldier	
Large immortal magical beast (reptile)	XP 1,400	
Initiative +12	Senses Perception +13; low-light vision	
HP 238; Bloodied 119; see also <i>shed self</i>		
AC 30; Fortitude 26, Reflex 27, Will 23		
Saving Throws +2		
Speed 7		
Action Points 1		
⬇ Bite (standard; at-will)		
Reach 2; +19 vs. AC; 2d6+4 damage, plus the target is marked until the end of the hollow naga's next turn.		
➤ Beguiling Eye (minor; at-will) • Charm, Gaze		
Ranged 10; +17 vs. Will; the target is pulled 1 square and immobilized until the end of the hollow naga's next turn.		
➤ Spit Poison (standard; at-will) • Poison		
Ranged 5; +17 vs. Fortitude; 1d8+2 poison damage, and ongoing 5 poison damage (save ends).		
Shed Self (free, when first bloodied; encounter)		
The hollow naga sheds its skin, which remains animate until the end of the encounter: Treat the skin as a second hollow naga with 119 hit points, but without the <i>beguiling eye</i> , <i>spit poison</i> , or <i>shed self</i> powers.		
Alignment Unaligned	Languages Common, Draconic, Supernal	
Str 16 (+9)	Dex 18 (+10)	Wis 15 (+8)
Con 15 (+8)	Int 17 (+9)	Cha 14 (+8)

Hollow Naga Tactics

Hollow nagas prefer to use their *beguiling eye* to overcome lone opponents or distant enemies who would otherwise prefer to stay at range. If bloodied, a naga automatically uses *shed self* and attempts to escape while its animated skin fights to cover its retreat.

HOLLOW NAGA LORE

The following information about hollow nagas can be obtained with a successful Religion check.

DC 20: During the Divine War, when the elf druids of Vera-Tre joined with Denev to wage war on the other titans, Mormo took it upon herself to punish Denev's chosen, transforming and corrupting some of the elves into nagas. The resulting aberrations have plagued the Hornsaw Forest and other areas of the Scarred Lands ever since.

These nagas are known by many names, including devil nagas or even "hollow devils." They resemble large cobras with monstrously transformed elven faces and thickly scaled skin. They loathe all elves, druids of Denev, and also Mormo herself, though their hatred of the Mother of Serpents does not conflict with their also worshipping her.

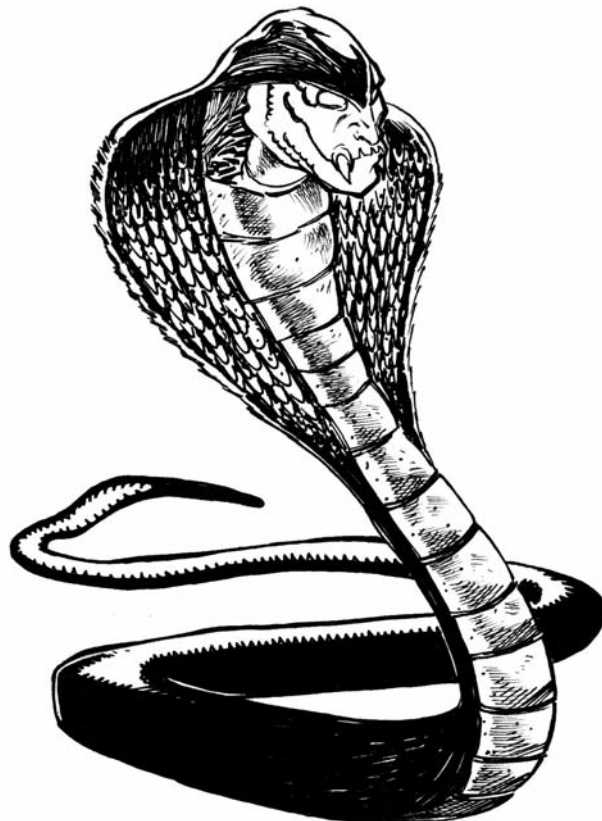
DC 25: Hollow nagas often manipulate other servants of Mormo, caring little for the lives of others, even those pledged to aid them. They are ardent schemers and habitual liars, and anyone dealing with a hollow naga finds a time will come when the naga decides its servants and associates have outlived their usefulness.

ENCOUNTER GROUPS

Hollow nagas are sometimes, but rarely, found in covens of thirteen, usually gathered to enact some great ritual or for some other purpose that satisfies the hatred in their corrupted souls. Otherwise, they prefer to keep their own company; occasionally, other titanspawn can overcome a naga's insular nature so that they can work together toward a common goal.

Level 11 Encounter (XP 3,400)

- 1 high gorgon slayer (level 11 soldier)
- 2 high gorgon thaumaturges (level 12 artillery)
- 1 hollow naga (level 12 elite soldier)



NARLETH

THE NARLETH IS A DISGUSTING AMALGAM OF HUMAN AND SPIDER. Its four muscular arms, each ending in a wickedly clawed hand, sprout from an impossibly broad, bony chest. Multiple tiny eyes glare from a large insectoid head covered in bristly brown spines and sporting vicious, dripping mandibles.

NARLETH LORE

The following information about narleth can be obtained with a successful Dungeoneering check.

DC 20: The narleth (its name a bastardization of the Elvish, meaning "silken death") may have been created as warriors during the Titanswar, or they may simply have mutated during the wild magical storms that occurred shortly afterward.

DC 25: Eventually, the elves and eladrin came together and hunted these creatures nearly to extinction. Only a few narleth remain, haunting lonely caverns or nursing their hatred in forgotten ruins. They delight in causing misery to any creature that stumbles into their clutches, immobilizing them in silken cocoons and dissolving their internal organs with their venom.

Narleth Underling		Level 12 Minion
Large aberrant humanoid (spider)		XP 175
Initiative +8	Senses Perception +5; darkvision	
HP 1; a missed attack never damages a minion		
AC 24; Fortitude 23, Reflex 23, Will 21		
Speed 7, climb 7 (spider climb); see also <i>web walker</i>		
⊕ Claw (standard; at-will)		
Reach 2; +15 vs. AC; 6 damage.		
⊕ Twin Claws (standard; recharge [2])		
The narleth underling makes two claw attacks against the same target.		
⊕ Web Tangle (standard; encounter)		
Reach 2; +13 vs. Reflex; the target is immobilized until the end of the narleth underling's next turn.		
Web Walker		
A narleth ignores difficult terrain or movement penalties imposed by spider webs.		
Alignment	Chaotic evil	Languages Primordial
Skills	Athletics +14	
Str	18 (+9)	Dex 16 (+8)
Con	17 (+8)	Wis 11 (+5)
		Cha 12 (+6)

Narleth Underling Tactics

Narleth underlings always seek to ambush potential prey, springing out from concealment and attacking with *web tangle*.



Narleth		Level 12 Soldier
Large aberrant humanoid (spider)		XP 700
Initiative +11 Senses Perception +6; darkvision		
HP 123; Bloodied 61		
AC 28; Fortitude 25, Reflex 24, Will 23		
Speed 8, climb 8 (spider climb); see also <i>web walker</i>		
⊕ Twin Claws (standard; at-will) The narleth makes two claw attacks against the same target: Reach 2; +19 vs. AC; 1d8+4 damage, and the target takes a –1 penalty to all defenses until the end of the narleth's next turn.		
⊕ Web Tangle (standard; at-will) Reach 2; +17 vs. Reflex; the target is immobilized (save ends).		
↩ Storm of Claws (standard; encounter) Close burst 2. The narleth makes one claw attack against every enemy within range.		
Threatening Reach A narleth can make opportunity attacks against all enemies within its reach (2 squares).		
Web Walker A narleth ignores difficult terrain or movement penalties imposed by spider webs.		
Alignment Chaotic evil		Languages Primordial
Skills Athletics +14		
Str 18 (+10)	Dex 17 (+9)	Wis 11 (+6)
Con 19 (+10)	Int 6 (+4)	Cha 15 (+8)

Narleth Tactics

Narleth prefer to attack from ambush, concealing themselves in deep shadows or underneath piles of leaves or rubbish, then springing out and covering a victim with its *web tangle*. Once trapped, the victim is stabbed to helplessness (i.e., reduced to 0 hit points) by the creature's vicious claws before it ever feels the narleth's bite, which first paralyzes the body and then begins to dissolve it.

Narleth Champion		Level 15 Controller
Large aberrant humanoid (spider)		XP 1,200
Initiative +11 Senses Perception +14; darkvision		
HP 148; Bloodied 74		
AC 27; Fortitude 26, Reflex 25, Will 24		
Speed 8, climb 8 (spider climb); see also <i>web walker</i>		
⊕ Twin Claws (standard; at-will) The narleth makes two claw attacks against the same target: Reach 2; +20 vs. AC; 1d10+5 damage.		
↘ Cast Web (minor 1/round; at-will) Ranged 5; +19 vs. Reflex; the target is immobilized (save ends).		
↩ Web Burst (standard; encounter) • Zone Close burst 4; +17 vs. Reflex; the target is immobilized (save ends). The zone is filled with spider webs and is considered difficult terrain until the end of the encounter.		
Threatening Reach A narleth champion can make opportunity attacks against all enemies within its reach (2 squares).		
Web Walker A narleth ignores difficult terrain or movement penalties imposed by spider webs.		
Alignment Chaotic evil		Languages Primordial
Skills Athletics +17, Stealth +16		
Str 21 (+12)	Dex 19 (+11)	Wis 14 (+9)
Con 20 (+12)	Int 7 (+5)	Cha 17 (+10)

Narleth Champion Tactics

Narleth champions always use *cast web* and *web burst* before moving into melee. When attacking in concert with other narleth, the champion's role is to keep enemies locked down so its allies can tear enemies apart in relatively isolation.



Narleth Paragon	Level 21 Brute
Huge aberrant humanoid (spider)	XP 3,200
Initiative +15	Senses Perception +18; darkvision
HP 243; Bloodied 121	
AC 33; Fortitude 34, Reflex 32, Will 32	
Speed 8, climb 8 (spider climb); see also <i>web walker</i>	
⬇ Twin Claws (standard; at-will) • Acid, Poison	
The narleth paragon makes two claw attacks against the same target: Reach 3; +24 vs. AC; 2d6+7 damage; if both claws hit, the paragon makes a secondary bite attack. Secondary Attack: +22 vs. Fortitude; 1d6+6 poison damage plus 2d6 acid damage, and ongoing 10 acid damage (save ends).	
⬇ Multiattack (standard; at-will)	
The narleth paragon makes two twin claws attacks (four attacks total). Even if all four claw attacks hit, the narleth paragon may make only one secondary bite attack.	
⬇ Web Tangle (standard; at-will)	
Reach 3; +22 vs. Reflex; the target is immobilized (save ends).	
Threatening Reach	
A narleth paragon can make opportunity attacks against all enemies within its reach (3 squares).	
Web Walker	
A narleth ignores difficult terrain or movement penalties imposed by spider webs.	
Alignment Chaotic evil	Languages Primordial
Skills Athletics +22, Nature +18, Stealth +20	
Str 24 (+17)	Dex 21 (+15) Wis 16 (+13)
Con 23 (+16)	Int 10 (+10) Cha 21 (+15)

Narleth Paragon Tactics

Narleth champions are less likely to ambush their prey, attacking directly; like lesser narleth, though, they use *web tangle* to keep enemies separated. Their *threatening reach* makes them particularly dangerous to approach in melee.

ENCOUNTER GROUPS

Narleth normally associate only with their own kind or with varieties of giant spiders or other spiderlike creatures.

Level 12 Encounter (XP 3,700)

- 3 narleths (level 12 soldier)
- 2 shard spiders (level 13 skirmisher)

Level 13 Encounter (XP 4,700)

- 5 narleths (level 12 soldier)
- 1 narleth champion (level 15 controller)

Level 17 Encounter (XP 8,000)

- 3 saber spiders (level 15 soldier)
- 1 narleth champion (level 15 controller)
- 1 narleth paragon (level 21 brute)



ONE OF THE MOST HIGHLY FEARED CREATURES OF ANY WORLD, oozes are both disgusting and terrifying creatures of pure predatory instinct.

Angler Ooze		Level 7 Elite Brute
Large natural beast (blind, ooze)		XP 600
Initiative +6	Senses Perception +4; blindsight 10, tremorsense 10	
HP 194; Bloodied 97; see also <i>dazzling glow</i>		
AC 19; Fortitude 19, Reflex 19, Will 18		
Immune gaze, illusion; Resist 5 acid		
Saving Throws +2		
Speed 4		
Action Points 1		
⊕ Slam (standard; at-will) • Acid		
Reach 2; +10 vs. AC; 2d6+3 acid damage, plus the target is immobilized and takes ongoing 5 acid damage (save ends both).		
Dazzling Glow		
When it is attacking or about to feed, an angler ooze's form roils and glows from within; once it is bloodied, the ooze flashes brightly every time it is struck: Creatures within 3 squares of the ooze each time it flashes in this way must make a DC 14 Dexterity check or be blinded (save ends).		
Flowing Form (move; at-will)		
The angler ooze shifts 4 squares.		
Alignment Unaligned		Languages –
Str 15 (+5)	Dex 16 (+6)	Wis 13 (+4)
Con 17 (+6)	Int 1 (-2)	Cha 1 (-2)

Angler Ooze Tactics

Angler oozes use their sticky, whiplike pseudopods to slam victims attracted to their light.

ANGLER OOZE LORE

The following information about the angler ooze can be obtained with a successful Dungeoneering or Nature check.

DC 15: A typical angler ooze is about 5 feet in diameter at rest, stretching out to 15 feet in length and only a few feet across when in motion (they cover the largest area when moving). The slime's digestive acids affect only animal matter, so it can conceal itself in brush and under ground cover during the heat of the day without destroying its own surroundings.

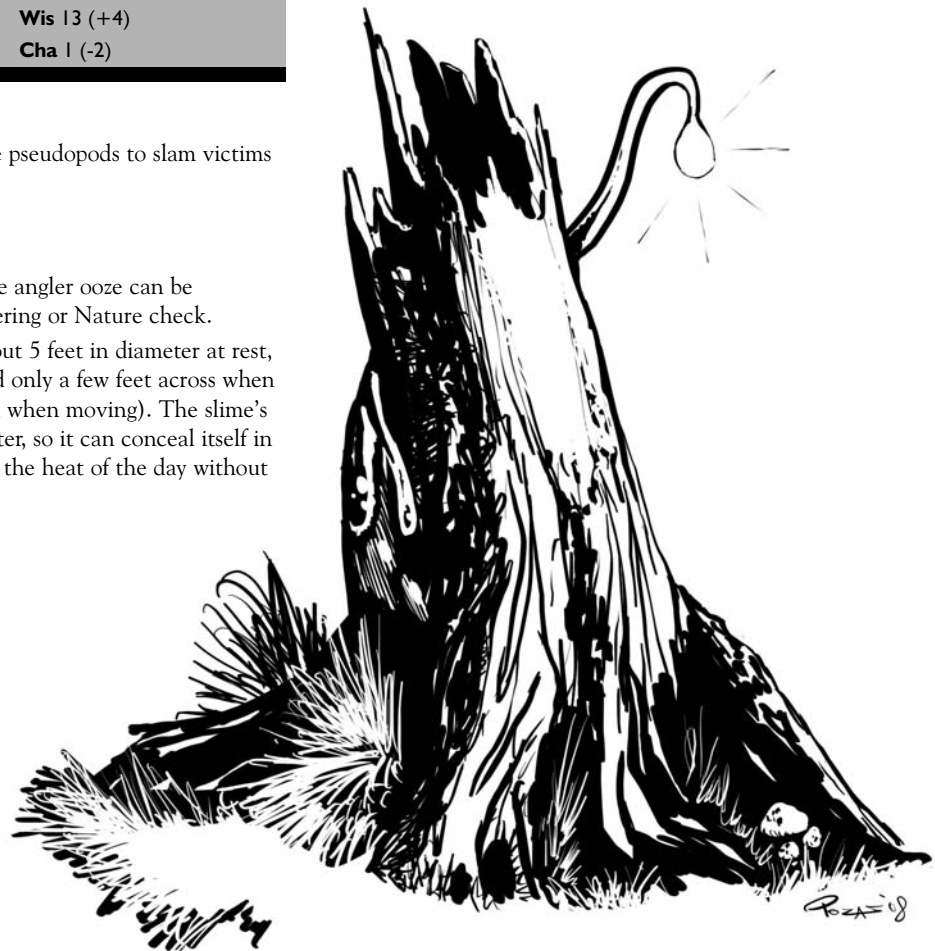
DC 20: The angler ooze's preparations for a night's hunt start at sunset. The angler finds a small tree or stump that's surrounded by low ground cover such as ferns or tall grass, and slithers up it to a height of about four feet. At this point, it exudes a lemon-sized globule of slime that rapidly hardens and glows, enticing inquisitive prey to come near.

ENCOUNTER GROUPS

Anglers, like other oozes, are not prone to keep company with other creatures, whom they see only as prey. However, some intelligent creatures have found ways to keep these simple beasts as guardians or test subjects for magical experiments of various kinds.

Level 7 Encounter (XP 1,500)

- 3 brine hags (level 7 controller)
- 1 angler ooze (level 7 elite brute)





Undead Ooze **Level 11 Elite Controller**
Large natural animate (blind, ooze, undead) **XP 1,200**

Initiative +6 **Senses** Perception +7; blindsight 10

HP 230; **Bloodied** 115

AC 25; **Fortitude** 23, **Reflex** 22, **Will** 24

Immune gaze, illusion; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Saving Throws +2

Speed 4, climb 4; see also *engulf*

Action Points 1

⬇ **Slam** (standard; at-will) • **Necrotic**
 +16 vs. AC; 1d8+4 damage, plus the target is slowed and takes ongoing 10 necrotic damage (save ends both).

⬇ **Engulf** (standard; at-will) • **Necrotic**
 The undead ooze attacks a Medium or smaller target: +15 vs. Reflex (automatically hits a slowed creature). On a hit, the target is grabbed and pulled into the ooze's space; the target is dazed and takes ongoing 15 necrotic damage until it escapes the grab. A creature that escapes the grab shifts to a square of its choosing adjacent to the ooze. The undead ooze can move at half speed, even climbing, while creatures are engulfed within it.

Necrotic Zeal • **Healing**
 The undead ooze gains 10 temporary hit points whenever a creature becomes bloodied while engulfed by the ooze. If a creature dies while engulfed by the undead ooze, the ooze heals 20 hit points.

Alignment Unaligned **Languages** –

Str 18 (+9) **Dex** 13 (+6) **Wis** 15 (+7)

Con 19 (+9) **Int** 1 (+0) **Cha** 1 (+0)

Undead Ooze Tactics

The undead ooze almost always tries to approach a target from surprise. Only if the victim is unarmed (and thus likely to be easy prey), the ooze takes a moment to reveal its presence and revel in the victim's terror before making the kill.

UNDEAD OOZE LORE

The following information about the undead ooze can be obtained with a successful Nature or Religion check.

DC 20: The undead ooze is created when an ooze of any other sort violates the grave of a restless and evil soul: A malevolent spirit, still tied to the rotting flesh consumed by the ooze, occasionally enters it. This is the last meal the ooze takes as a living creature, as it is changed into a thing of undeath and filled with a hatred of the living, as well as a fiendish low cunning.

Once the transformation is complete, the ooze's former type is undeterminable. It becomes a huge, viscous, black mass from which the bones of its victims' corpses occasionally protrude. Hereafter it stalks the living, preferring intelligent prey.

ENCOUNTER GROUPS

Undead oozes are the most "social" of their kind, although they keep company only with undead or necromancers.

Level 10 Encounter (XP 2,800)

- 1 undead ooze (level 11 elite controller)
- 1 mummy lord (level 13 elite controller)



ENCOUNTER GROUPS

Crimson oozes are normally found only with other oozes, although certain disease-carrying monsters have made temporary peace with the horrid creatures.

Level 13 Encounter (XP 4,200)

- 4 horde ghouls (level 13 minion)
- 1 unhallowed priest (level 13 controller)
- 1 crimson ooze (level 13 elite brute)
- 1 bloodmare (level 14 skirmisher)

Crimson Ooze		Level 13 Elite Brute
Medium natural beast (blind, ooze)		XP 1,600
Initiative +8	Senses Perception +9; blindsight 10, tremorsense 10	
HP 318; Bloodied 159		
AC 27; Fortitude 26, Reflex 25, Will 27		
Immune disease, gaze, illusion; Resist 10 acid		
Saving Throws +2		
Speed 4, climb 2		
Action Points 1		
⬇ Slam (standard; at-will) • Acid		
+16 vs. AC; 1d6+3 damage plus 2d6 acid damage, and ongoing 10 acid damage (save ends).		
Disease Carrier		
Any creature damaged by a crimson ooze must make a saving throw with a -2 modifier at the end of the encounter to see if it contracts crimson palsy (see below).		
Flowing Form (move; at-will)		
The crimson ooze shifts 4 squares.		
Alignment Unaligned	Languages -	
Str 16 (+9)	Dex 14 (+8)	Wis 17 (+9)
Con 19 (+10)	Int 1 (+1)	Cha 1 (+1)

Crimson Ooze Tactics

A crimson ooze cares nothing for its own health or survival; it seeks only to spread disease to mortals.

CRIMSON OOZE LORE

The following information about the crimson ooze can be obtained with a successful Dungeoneering or Nature check.

DC 20: These creatures resemble amorphous masses of blood, clotted with pockets of filth and infection. Their reek is terrible, though they usually conceal themselves by dwelling in areas of decay and corruption such as sewers and garbage middens. They also dwell in caves and other dark areas full of refuse and filth, preying on the unwary.

DC 25: Created from the diseased blood spilled by Chern in his final battle with the elf-folk of Termana, the crimson ooze is a living embodiment of sickness and pestilence, sowing plague and despair wherever it goes. Devoid of intelligence, crimson oozes live on with but one purpose — to destroy life. Like living plagues, these oozes seek to infect others, taking up residence in populated areas and spreading their foul infections. By the time the clerics of the gods have heard of the plagues and discovered their source, two or three generations of oozes will have infected the population. In time, disease ravages whole neighborhoods and towns, and fearful inhabitants begin to burn the bodies of victims in an effort to contain the outbreak.

Crimson Palsy

Level 12 Disease

Endurance stable DC 25, improve DC 28

The target is cured.

❑ **Initial Effect:** The target's speed is reduced by 2 until cured.

◀▶ The target is slowed.

▶ **Final Effect:** The target is immobilized.

Stonebuilder Ooze	Level 22 Elite Controller	
Huge natural beast (blind, ooze)	XP 8,300	
Initiative +11	Senses Perception +12; blindsight 10, tremorsense 20	
HP 416; Bloodied 208		
AC 38; Fortitude 37, Reflex 32, Will 35		
Immune gaze, illusion; Resist 20 acid, 10 cold, 10 fire		
Saving Throws +2		
Speed 4; see also <i>engulf</i>		
Action Points 1		
⬇ Slam (standard; at-will) • Acid		
Reach 2; +27 vs. AC; 2d6+5 damage, plus the target is restrained and takes ongoing 10 acid damage (save ends both).		
⬇ Engulf (standard; at-will) • Acid		
The stonebuilder ooze attacks one or two Large or smaller targets: Reach 2; +26 vs. Reflex (automatically hits a restrained creature). On a hit, the target is grabbed and pulled into the ooze's space; the target is dazed and takes ongoing 20 acid damage until it escapes the grab. A creature that escapes the grab shifts to a square of its choosing adjacent to the ooze. The stonebuilder ooze can move normally while creatures are engulfed within it.		
Alignment Unaligned	Languages –	
Str 21 (+16)	Dex 10 (+11)	Wis 12 (+12)
Con 24 (+18)	Int 1 (+6)	Cha 1 (+6)

Stonebuilder Ooze Tactics

Being virtually mindless, the stonebuilder's only instinct is to feed. Any living thing that comes within reach is a potential meal.

STONEBUILDER OOZE LORE

The following information about stonebuilder oozes can be obtained with a successful Dungeoneering or Nature check.

DC 20: Strange cone-shaped structures occasionally dot the

desert landscape on the continent of Asherak. To the casual observer, these cones may seem to be natural formations, but desert tribesmen and practiced travelers always approach them with extreme caution, for they are known to be the lairs of an exceptional desert creature: the stonebuilder ooze.

Stone builders secrete a natural resin that they combine with dust and sand to create a sturdy stone ring, which the ooze builds up into a rough cone, pocked with hundreds of small holes through which it can enter and exit. In the heat of the day, the ooze takes shelter from the harsh sunlight inside its home, emerging to hunt prey at night. Just before dawn, the stone builder returns to its conical shelter, where it lurks until sunset.

DC 25: The ooze's conical homes are as strong as reinforced stone, with walls 2 to 3 feet thick. They range from 10 to 20 feet in diameter and average over 15 feet in height. The cones provide excellent protection from heat in the warm deserts where they are found; for this reason, they are often converted, with a little effort, into durable housing by sentient creatures that are able to seize them from their oozy creators.

ENCOUNTER GROUPS

Stonebuilder oozes are solitary creatures; none has ever been seen to keep company with any other creature, even other stonebuilder oozes.

Level 22 Encounter (XP 20,750)

- 1 stonebuilder ooze berserker* (level 22 solo brute)

* See Berserker template in the 4E D&D DUNGEON MASTER'S GUIDE, page 180.



THE PISCANS ARE A HIGHLY ORGANIZED MILITARY AUTOCRACY that builds immense cities within the cliffs of the Scarred Lands' continental shelf. From these great underwater ridges, the pisceans interfere with and in some places control surface shipping.

Although piscean settlements are scattered, they maintain constant contact via a series of tall coral watchtowers, linked by some as yet unknown communication method. Through this network, the pisceans organize blockades against surface ships. Rather than fight them any longer, merchants and explorers have come to accept those tributes paid to the pisceans as a standard business expense.

When a vessel nears piscean-controlled regions of the ocean, it is surrounded by a "collections party." The pisceans maintain detailed records of merchant vessels and have pre-established tariffs, so any ship that travels a regular route through piscean waters pays an established tax.

The pisceans allow safe passage once a ship's captain has paid tribute, but woe to anyone who seeks to escape or who cannot pay. If a vessel is not forthcoming or if any resistance is offered, the collection party withdraws only to be replaced by a war party. Members of the piscean war party board and attack all crewmembers and passengers, taking whatever they like and leaving only a skeleton crew aboard to spread the tale of the consequences of non-compliance.

PISCLEAN LORE

The following information about pisceans can be obtained with a successful Nature check.

DC 15: Tariffs on surface ships have made most pisceans wealthy with land-dweller goods in addition to the pearls and other aquatic treasures they collect for themselves. Their mastery over surface dwellers who bow to their demands, combined with their enslavement of other aquatic races, makes the pisceans haughty and overbearing toward any other race; they are often surprised to meet any serious resistance to their demands.

Most inhabitants of the Scarred Lands know the pisceans best for their blockades of shipping, but many also remember the piscean attacks made on coastal cities during the great Blood Monsoon many decades ago: Armies of pisceans and other less powerful aquatic races (whom the pisceans subjugate into slavery) stormed coastal cities while a supernatural storm of hurricane winds and blood rain swept in from the Blood Sea. Scholars have yet to determine why the amphibious pisceans would want to capture land-based cities or so thoroughly disrupt their profitable network of shipping tariffs. Some speculate that the black piscean leaders became enraged during the blood monsoon and marshaled their race into a senseless war; others conjecture that the black pisceans themselves may have conjured the blood monsoon with some unknown ritual.

DC 20: The first pisceans to explore the deep ocean trench where the gods imprisoned the bleeding titan Kadum came back infused with the imprisoned titan's blood. The pisceans mutated under the blood's influence, growing larger and smarter and learning to channel the primal power of the titan into magical abilities. The blood also pigmented their hides a shade of crimson so dark as to be almost black.

The black pisceans were a mutated offshoot of the old piscean race, and they quickly became the ruling caste of piscean society. As the piscean rulers recognized the power to be gained from Kadum's blood, they began pilgrimages to the depths of the blood-tainted waters, meanwhile banning those of lower station from traveling into the depths. However, once the first black pisceans mutated further into the monstrous red pisceans, the pilgrimages stopped in favor of more measured doses of Kadum's power. Now the pisceans organize the transport of the ichors throughout the oceans, that their lords, ministers, plenipotentiaries, and consuls might infuse themselves with the sacred blood — without ever traveling to the Blood Sea and risking further taint from its waters.

DC 25: Pisceans have an ancient and highly stratified society. Codes of conduct and deference are enforced rigidly, and even minor infractions of social grace are actionable. The pisceans are patriarchal; males may take up to three wives and eight concubines. Inheritance is passed down by primogeniture. As piscean society is militaristic, social classes are stratified by rank.

The piscean grand capital is Kiccoopul, where their king, the "Devil Lord of the Deep," holds court. The Devil Lord is served by nine ministers who govern piscean society across nine ocean regions. A number of plenipotentiaries serve each minister, and many consuls serve each plenipotentiary in turn.

BLACK PISCLEAN

Black Piscean		Level 12 Controller
Large natural humanoid (aquatic)		XP 700
Initiative +7	Senses Perception +9; darkvision	
HP 121; Bloodied 60; see also <i>desperate maneuver</i>		
AC 26; Fortitude 24, Reflex 24, Will 24		
Resist 10 cold		
Speed 4 (clumsy), swim 8; see also <i>desperate maneuver</i>		
⚔ Claw (standard; at-will)		
Reach 2; +17 vs. AC; 1d10+4 damage, and ongoing 5 damage (save ends).		
🏹 Air Blast (standard; at-will) • Thunder		
Ranged 10; +16 vs. Reflex; 1d8+4 thunder damage, and the target slides 1 square.		
⚡ Tidal Surge (standard; encounter)		
Close burst 5; enemies only; +14 vs. Reflex; 2d6+4 damage, and the target is pushed 3 squares and immobilized (save ends).		
Desperate Maneuver (immediate reaction, when first bloodied; encounter)		
Only while swimming. The black piscean shifts 4 squares.		
Alignment Evil	Languages Common, Deep Speech	
Skills Arcana +14, Intimidate +15, Nature +14		
Str 19 (+10)	Dex 13 (+7)	Wis 16 (+9)
Con 17 (+9)	Int 16 (+9)	Cha 18 (+10)

Black Piscean Tactics

Although custom mandates that they still master the traditional piscean harpoon, the black pisceans consider melee combat to be beneath them, so they are almost never seen armed with the weapon. Black pisceans use their *air blast* from a distance and reserve *tidal surge* for when they are surrounded by foes; they use *desperate maneuver* to retreat immediately once they are bloodied.

Black Piscean Elder		Level 17 Artillery (Leader)	
Large natural humanoid (aquatic)		XP 1,600	
Initiative +9	Senses Perception +12; darkvision		
Sea Change aura 10; enemies within the aura have their speed reduced by 1 and cannot teleport			
HP 127; Bloodied 63; see also <i>desperate maneuver</i>			
AC 29; Fortitude 29, Reflex 28, Will 30			
Resist 10 cold			
Speed 4 (clumsy), swim 8; see also <i>desperate maneuver</i>			
⬇ Claw (standard; at-will)			
Reach 2; +24 vs. AC; 2d6+5 damage, and ongoing 10 damage (save ends).			
➤ Poison Bolt (standard; at-will) • Poison			
Ranged 10; +22 vs. Fortitude; 2d6+6 poison damage, and ongoing 5 poison damage (save ends).			
✦ Air Burst (standard; recharge ⓂⓂⓂ) • Thunder			
Area burst 2 within 10 squares; +20 vs. Reflex; 2d6+6 thunder damage, and the target is pushed 2 squares.			
Desperate Maneuver (immediate reaction, when first bloodied; encounter)			
Only while swimming. The black piscean elder shifts 4 squares.			
Alignment Evil	Languages Common, Deep Speech		
Skills Arcana +17, Diplomacy +19, Intimidate +19, Nature +17			
Str 21 (+13)	Dex 13 (+9)	Wis 18 (+12)	
Con 19 (+12)	Int 18 (+12)	Cha 22 (+14)	

Black Piscean Elder Tactics

Elder pisceans stay far from melee combatants and use *poison bolt* and *air burst* for as long as they see benefit in doing so; if they see that combat is going against them, or once they are bloodied, they almost invariably retreat from the fight.



GREEN PISCEAN

Green Piscean		Level 9 Controller	
Large natural humanoid (aquatic)		XP 400	
Initiative +5	Senses Perception +5; darkvision		
HP 95; Bloodied 47			
AC 24; Fortitude 23, Reflex 20, Will 19			
Resist 5 cold			
Speed 4 (clumsy), swim 7			
⬇ Harpoon (standard; at-will) • Poison, Weapon			
Reach 2; +14 vs. AC; 2d6+4 damage plus ongoing 5 poison damage (save ends), and the target is harpooned.			
➤ Thrown Harpoon (standard; reload minor; at-will) • Poison, Weapon			
Ranged 5; +14 vs. AC; 2d6+4 damage plus ongoing 5 poison damage (save ends), and the target is harpooned.			
⬇ Twist It In (standard; at-will) • Weapon			
Harpooned targets only. Reach 2; +13 vs. Reflex; 3d6+4 damage, and the target is restrained (until escape).			
➤ Draw the Prey (minor; at-will) • Weapon			
Huge or smaller harpooned targets only. +13 vs. Fortitude; 1d6+4 damage, and the target is pulled 4 squares. Miss: No damage, and the target is pulled 1 square.			
Harpooned			
The target is slowed (until escape) and cannot travel more than 5 squares from the green piscean that harpooned it. Each round, the target may use a standard action to escape as if it were grabbed by the green piscean; if it escapes, the target frees itself from the harpoon (but does not shift 1 square when it escapes). A piscean cannot use its basic attacks while it has a creature harpooned.			
Alignment Evil	Languages Common, Deep Speech		
Skills Nature +10			
Str 19 (+8)	Dex 12 (+5)	Wis 12 (+5)	
Con 15 (+6)	Int 12 (+5)	Cha 10 (+4)	

Green Piscean Tactics

Green pisceans wield razor-sharp harpoons that they poison with venom harvested from various aquatic predators. When assaulting a surface ship, the pisceans swim near the ship and hurl their harpoons at any crew on deck, then drag their victims into the water

with the harpoon's towline to finish the unfortunate off.

RED PISCAN

Red pisceans are monstrous brutes, so infused with Kadum's blood that they have taken on his strength and rage. Not only does the chained titan's blood cry out for vengeance against the gods who imprisoned Kadum, but the red piscean's anger is further fueled by distant memories of the elite black piscean status that they once held before being transfigured.

Red pisceans now serve their race by venturing into the depths of the Blood Sea to collect water rich with Kadum's blood so that the potent mixture can be transported to all the black pisceans throughout the race's underwater empire. Since the deepest trenches of the Blood Sea are home to predatory creatures that make the red pisceans seem small by comparison, and since the red pisceans are already so thoroughly tainted by the blood water, the black piscean rulers are content to have the brutes fulfill this duty.

Of course, such strength and savagery has other uses as well. In times of conflict, red pisceans are at the forefront of piscean battle lines. The red pisceans' love of bloodshed is so great that they often venture away from piscean communities, even venturing to coastal lands, to find things to slaughter.

Red Piscean		Level 12 Elite Brute
Huge natural humanoid (aquatic)		XP 1,400
Initiative +6	Senses Perception +5; darkvision	
HP 296; Bloodied 148; see also <i>blood rage</i>		
AC 27; Fortitude 27, Reflex 22, Will 23		
Resist 10 cold, 10 poison		
Regeneration 5 (only while in water)		
Saving Throws +2		
Speed 5 (clumsy), swim 10		
Action Points 1		
⚔ Trident (standard; at-will) • Weapon Reach 3; +15 vs. AC; 2d8+7 damage, and ongoing 5 damage (save ends).		
⚔ Rending Stab (standard; recharge ⚡; ⚡) • Weapon Reach 3; +15 vs. AC; 4d8+7 damage, and ongoing 10 damage (save ends).		
Blood Rage While bloodied, the red piscean gains a +4 bonus on damage rolls.		
Alignment Evil	Languages Common, Deep Speech	
Skills Athletics +18 (+21 swimming), Intimidate +12, Nature +10		
Str 25 (+13)	Dex 11 (+6)	Wis 8 (+5)
Con 18 (+10)	Int 6 (+4)	Cha 13 (+7)
Equipment trident		

Red Piscean Tactics

The red piscean is not particularly intelligent or cunning. It enters battle with a rage born of its tainted blood, usually hurling its tri-

dent and then closing to melee with its opponents.

ENCOUNTER GROUPS

Pisceans use trained sea animals as well as enslaved soldiers from aquatic humanoid races, but green pisceans still form the bulk of their troops. Red pisceans are the storm troops; their black piscean leaders unleash these beasts on opponents with no expectations that the reds will participate in any organized tactics once they engage.

Level 10 Encounter (XP 2,500)

- 4 green pisceans (level 9 controller)
- 1 black piscean (level 12 controller)
- 1 red piscean (level 12 elite brute)

Level 11 Encounter (XP 3,200)

- 3 brine hags [warlock template] (level 7 elite controller)
- 1 red piscean (level 12 elite brute)

Level 14 Encounter (XP 5,100)

- 3 black pisceans (level 12 controller)
- 1 red piscean (level 12 elite brute)
- 1 black piscean elder (level 17 artillery)

Level 19 Encounter (XP 13,600)

- 1 black piscean elder (level 17 artillery)
- 1 greater seawrack dragon (level 19 solo brute)



PROUD

THE PROUD ARE TO LIONS WHAT CENTAURS ARE TO HORSES. A nomadic people, they roam the Plains of Lede and the Bleak Savannah. As with other titanspawn, the proud bear an intense hatred for the "divine" humanoid races. They show no mercy in their attacks on homesteads and caravans, and they consider the flesh of human children a great delicacy.

PROUD LORE

The following information about proud can be obtained with a successful Nature check.

DC 15: Stories suggest that Hrinruuk the Hunter created them to serve as his warriors. As with many other servitor races, they survived the Divine War; in the years that followed, the proud lost what little culture they possessed and degenerated into savagery and cannibalism.

The proud are savage warriors and mighty hunters, skilled in using the terrain against their enemies; they hunt during the dim hours of dusk or near dawn, as lions do, though the occasional nocturnal attack is not uncommon. Still, a proud will retreat if it finds itself significantly outmatched.

Proud Brave	Level 4 Skirmisher
Large natural humanoid	XP 175
Initiative +7	Senses Perception +6; low-light vision
HP 54; Bloodied 27	
AC 18; Fortitude 17, Reflex 16, Will 15	
Speed 8; see also <i>hunter's pace</i>	
⬇ Spear (standard; at-will) • Weapon	+9 vs. AC; 1d8+3 damage.
⌘ Javelin (standard; at-will) • Weapon	Ranged 5/10; +9 vs. AC; 1d6+3 damage.
Hunter's Pace	The proud does not grant combat advantage or suffer a -5 penalty to subsequent attacks when it uses the run action.
Skirmish +1d8	If, on its turn, the proud brave ends its move at least 4 squares away from its starting point, it deals an extra 1d8 damage on its basic attacks until the start of its next turn.
Alignment Unaligned	Languages Common
Skills Athletics +10, Nature +8, Stealth +10	
Str 16 (+5)	Dex 16 (+5) Wis 13 (+3)
Con 14 (+4)	Int 9 (+1) Cha 11 (+2)
Equipment spear, 2 javelins	

Proud Brave Tactics

When attacking traveling targets, proud braves prefer to pick off stragglers and scouts, harrying the main group until the quarry's nerves are ragged. The proud prefer surprise attacks against stationary targets, tearing into their targets' midst before the victims know what is happening.

Proud Warrior	Level 5 Brute
Large natural humanoid	XP 200
Initiative +5	Senses Perception +6; low-light vision
HP 75; Bloodied 37	
AC 18; Fortitude 18, Reflex 17, Will 15	
Speed 8; see also <i>hunter's pace</i>	
⬇ Claw (standard; at-will)	+8 vs. AC; 1d6+5 damage.
⬇ Spear (standard; at-will) • Weapon	+8 vs. AC; 1d8+5 damage.
⬇ Warrior's Lunge (standard; at-will) • Weapon	The proud warrior shifts 1 square and makes a claw attack and a spear attack.
Hunter's Pace	The proud does not grant combat advantage or suffer a -5 penalty to subsequent attacks when it uses the run action.
Alignment Unaligned	Languages Common
Skills Athletics +12, Nature +8, Stealth +10	
Str 20 (+7)	Dex 16 (+5) Wis 13 (+3)
Con 15 (+4)	Int 9 (+1) Cha 11 (+2)
Equipment spear	

Proud Warrior Tactics

In a mixed group, a proud warrior relies on its brave and sentinel allies to keep enemies pinned down while he engages strong-looking targets, initially charging into melee and then attacking with *warrior's lunge*.



Proud Sentinel	Level 7 Controller	
Large natural humanoid	XP 300	
Initiative +6	Senses Perception +11; low-light vision	
HP 85; Bloodied 42		
AC 21; Fortitude 20, Reflex 19, Will 18		
Speed 8; see also <i>hunter's pace</i>		
⬇ Claws (standard; at-will)	+12 vs. AC; 2d6+4 damage.	
➤ Net (standard; at-will) • Weapon	Small, Medium, or Large targets only. Ranged 5; +11 vs. Reflex; the target is entangled.	
Entangled	The target is slowed (until escape) and cannot travel more than 5 squares from the proud sentinel that entangled it. Each round, the target may use a standard action to escape as if it were grabbed by the proud sentinel. A proud sentinel can entangle only one target at a time.	
Manipulate the Prey (standard; at-will) • Weapon	Entangled target only. +11 vs. Reflex; the target slides up to 4 squares.	
Pin Down the Prey (standard; at-will) • Weapon	Entangled target only. +11 vs. Fortitude; the target is restrained until the start of the proud sentinel's next turn.	
Hunter's Pace	The proud does not grant combat advantage or suffer a -5 penalty to subsequent attacks when it uses the run action.	
Alignment Unaligned	Languages Common	
Skills Athletics +12, Nature +11, Stealth +11		
Str 18 (+7)	Dex 16 (+6)	Wis 17 (+6)
Con 21 (+8)	Int 10 (+3)	Cha 12 (+4)
Equipment net		

Proud Sentinel Tactics

The proud sentinel uses its net to control an enemy, moving him about or keeping him locked down, as necessary, while its allies slay the victim.



Proud Consecrate	Level 9 Controller (Leader)	
Large natural humanoid	XP 400	
Initiative +7	Senses Perception +9; low-light vision	
HP 94; Bloodied 47		
AC 22; Fortitude 21, Reflex 20, Will 23		
Speed 8; see also <i>hunter's pace</i>		
⬇ Spear (standard; at-will) • Weapon	+14 vs. AC; 1d8+3 damage.	
↩ Spirit Boon (standard; encounter) • Divine, Healing	Close burst 5; allies within range (including the proud consecrate) heal 14 hit points each and gain a +2 bonus to attack and damage rolls until the end of the consecrate's next turn.	
✳ Meddling Earth (standard; at-will) • Divine, Zone	Area burst 1 within 10; targets enemies; +13 vs. Reflex; the target is immobilized (save ends). Plants and earth in the zone seem to tangle the feet of the proud consecrate's enemies, making the area difficult terrain until the end of the encounter.	
✳ Stinging Swarm (standard; sustain minor; encounter) • Conjuration, Divine, Zone	Area burst 2 within 10 squares; the burst conjures a swarm of stinging, biting flying insects that assail any creature in the area. Creatures that start their turns in the zone take 1d6+5 poison damage and are slowed until the end of the proud consecrate's next turn. As a move action, the proud consecrate can move the zone up to 4 squares.	
Hunter's Pace	The proud does not grant combat advantage or suffer a -5 penalty to subsequent attacks when it uses the run action.	
Alignment Unaligned	Languages Common	
Skills Athletics +12, Nature +14, Religion +11		
Str 17 (+7)	Dex 16 (+7)	Wis 21 (+9)
Con 14 (+6)	Int 14 (+6)	Cha 16 (+7)
Equipment spear		

Proud Consecrate Tactics

A proud consecrate is both priest and warrior, leading its followers into glorious battle while it supports with its divine powers and its spear.



Proud Chieftain **Level 9 Elite Soldier (Leader)**
Large natural humanoid **XP 800**

Initiative +10 **Senses** Perception +12; low-light vision
Chieftain's Challenge aura 10; allies within the aura gain a +4 bonus to Will against charm and fear effects

HP 198; **Bloodied** 99
AC 27; **Fortitude** 24, **Reflex** 23, **Will** 21
Saving Throws +2
Speed 8; see also *hunter's pace*
Action Points 1

⊕ **Claws** (standard; at-will)
+16 vs. AC; 2d6+6 damage, and the target is marked until the end of the proud chieftain's next turn.

⊕ **Spear** (standard; at-will) • **Weapon**
+16 vs. AC; 1d8+6 damage, and the target is marked until the end of the proud chieftain's next turn.

⊕ **Bellowing Charge** (standard; encounter) • **Weapon**
The proud chieftain makes a charge attack: +17 vs. AC; 3d8+6 damage, and the chieftain heals 49 hit points. The chieftain and one ally within 5 squares may make a saving throw against one effect that a save may end.

⊕ **Masterful Lunge** (standard; at-will) • **Weapon**
The proud chieftain shifts 2 squares and makes a claw attack and a spear attack.

⊕ **Lion's Pounce** (standard; recharge ⓂⓂⓂⓂ) • **Weapon**
+16 vs. AC; 2d8+6 damage, and the target is dazed (save ends) and knocked prone.

Hunter's Pace
The proud does not grant combat advantage or suffer a -5 penalty to subsequent attacks when it uses the run action.

Alignment Unaligned **Languages** Common
Skills Athletics +15, Nature +12, Stealth +13
Str 23 (+10) **Dex** 18 (+8) **Wis** 17 (+7)
Con 19 (+8) **Int** 13 (+5) **Cha** 19 (+8)

Equipment spear

Proud Chieftain Tactics

A proud chieftain leads from the front, unlike a consecrate, charging into the fray and using *masterful lunge* and *lion's pounce*. It reserves its *bellowing charge* until it has taken at least 50 points of damage or until either it or an ally is suffering an effect it might shake off with a saving throw.

ENCOUNTER GROUPS

The proud rarely associate with other creatures, being quite xenophobic. They do occasionally capture and train lions as guards and hunting companions.

Level 5 Encounter (XP 1,200)

- 3 proud warriors (level 5 brute)
- 2 proud sentinels (level 7 controller)

Level 6 Encounter (XP 1,275)

- 5 proud braves (level 4 skirmisher)
- 1 proud consecrate (level 9 controller)

Level 7 Encounter (XP 1,550)

- 2 proud braves (level 4 skirmisher)
- 2 proud warriors (level 5 brute)
- 1 proud chieftain (level 9 elite soldier)

Level 9 Encounter (XP 2,125)

- 3 proud braves (level 4 skirmisher)
- 2 proud warriors (level 5 brute)
- 1 proud consecrate (level 9 controller)
- 1 proud chieftain (level 9 elite soldier)

RATFOLK

KNOWN COMMONLY AS THE "FILTHY SCOURGE," ratfolk lurk in the dark corners of the Scarred Lands, waiting to prey upon the weak and unwary. Now, led by their ruling priests and warrior-kings, the various nests emerge upon an unsuspecting world. The ratfolk are a superstitious race, filled with a burning fear of starvation and of their own dark lords, the slain titans, a fear kept at a fever pitch by the priesthood. Prayers are made twice daily to the priest-king for his intercession with the titans, and the ratfolk year is filled with holy days and rituals.

Ratfolk speak a debased form of Common, full of chattering and sibilant hisses similar to that of rodents, and they can also communicate with giant and normal rats. As with their clothing, their weapons generally consist of found goods and are typically rusty, pitted, and caked with filth.

RATFOLK LORE

The following information about ratfolk can be obtained with a successful Nature check.

DC 15: Ratfolk have opposable thumbs, long and capable of very subtle manipulations. Their fur varies in color depending on their subspecies, but all have red, beady eyes. Ratfolk wear clothing and armor stolen or traded for and always soiled, dirty, and patched together, as the creatures have no concept of cleanliness.

DC 20: They fight only when in a group, preferably with three-to-one odds or better and from ambush. Lone ratfolk attempt to flee from any form of conflict, but even they can be driven into a berserk fury if cornered.

The race was born in a most disturbing manner: rats came after the titans fell, gnawing and feasting on the great beings' remains. The dark magical energies that cooled in the titans' flesh changed the rats' into a crude semblance of the deities themselves. Deep within the tunnels that they had gnawed through the offal, the ratfolk bred, and each brood became more humanoid.

Ratfolk Biter		Level 1 Minion
Small natural humanoid		XP 25
Initiative +2	Senses Perception +0; low-light vision	
HP 1; a missed attack never damages a minion		
AC 14; Fortitude 12, Reflex 13, Will 11		
Speed 6, climb 4		
⬇ Bite (standard; at-will) • Disease		
+5 vs. AC; 3 damage (4 while flanked), and the ratfolk biter makes a secondary attack against the same target. <i>Secondary Attack:</i> +3 vs. Fortitude; the target contracts wasting fever (see sidebar).		
Filth-Dweller		
The ratfolk gains a +3 bonus to all saves against diseases and poisons.		
Alignment Unaligned	Languages Common	
Skills Athletics +3, Stealth +4		
Str 10 (+0)	Dex 15 (+2)	Wis 11 (+0)
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)
Equipment leather armor		

Ratfolk Biter Tactics

A ratfolk biter is quite cowardly, usually fleeing once its foes are no longer outnumbered by at least two-to-one.

ENCOUNTER GROUPS

When led by their oracles or strategos, ratfolk are capable of organized warfare and can use their great numbers to deadly effect. They are known to bolster their forces by calling upon packs of giant rats and swarms of normal rats to join them in battle.

Level 1 Encounter (XP 525)

- 2 ratfolk biters (level 1 minion)
- 1 dire rat (level 1 brute)
- 1 rat swarm (level 2 skirmisher)
- 2 ratfolk warriors (level 2 skirmisher)

Level 2 Encounter (XP 675)

- 5 ratfolk biters (level 1 minion)
- 2 ratfolk warriors (level 2 skirmisher)
- 2 ratfolk chuckers (level 3 artillery)

Level 4 Encounter (XP 925)

- 3 ratfolk warriors (level 2 skirmisher)
- 2 ratfolk chuckers (level 3 artillery)
- 1 ratfolk tailfighter (level 6 soldier)

Level 7 Encounter (XP 1,502)

- 2 ratfolk chuckers (level 3 artillery)
- 4 ratfolk gnawers (level 6 minion)
- 1 ratfolk tailfighter (level 6 soldier)
- 1 ratfolk oracle (level 8 elite controller)

Level 9 Encounter (XP 2,452)

- 4 ratfolk gnawers (level 6 minion)
- 2 ratfolk tailfighters (level 6 soldier)
- 1 ratfolk oracle (level 8 elite controller)
- 1 ratfolk strategos (level 10 elite soldier)





Ratfolk Warrior	Level 2 Skirmisher
Medium natural humanoid	XP 125
Initiative +6	Senses Perception +2; low-light vision
HP 39; Bloodied 19	
AC 16; Fortitude 14, Reflex 14, Will 13	
Speed 6, climb 4; see also <i>mobile assault</i>	
⬇ Bite (standard; at-will) • Disease	
+7 vs. AC; 1d4+2 damage, and the ratfolk warrior makes a secondary attack against the same target. Secondary Attack: +5 vs. Fortitude; the target contracts wasting fever (see sidebar).	
⬇ Longsword (standard; at-will) • Weapon	
+7 vs. AC; 1d8+2 damage.	
⚔ Shortbow (standard; at-will) • Weapon	
Ranged 15/30; +7 vs. AC; 1d8+2 damage.	
Cornered Rat	
When flanked or bloodied, the ratfolk gains a +2 bonus to all melee damage rolls.	
Filth-Dweller	
The ratfolk gains a +3 bonus to all saves against diseases and poisons.	
Mobile Assault	
When the ratfolk warrior makes a basic attack and then moves in the same round, it does not provoke opportunity attacks for leaving the square it occupied when it attacked.	
Alignment Unaligned	Languages Common
Skills Athletics +8, Stealth +8	
Str 14 (+3)	Dex 15 (+3) Wis 13 (+2)
Con 15 (+3)	Int 8 (+0) Cha 10 (+1)
Equipment leather armor, longsword, shortbow, quiver and 12 arrows	

Ratfolk Warrior Tactics

A ratfolk warrior is the brood's first line of defense; like most ratfolk (other than minions), they are particularly fierce when desperate - such as when bloodied or hedged in by enemies.

Wasting Fever	Level 1 Disease	Endurance stable DC 15, improve DC 20
----------------------	------------------------	--

The target is cured. **Initial Effect:** The target's healing surge value is reduced by 2. **Final Effect:** The target's healing surge value is reduced to 0.



Ratfolk Chucker	Level 3 Artillery
Medium natural humanoid	XP 150
Initiative +5	Senses Perception +2; low-light vision
HP 39; Bloodied 19	
AC 15; Fortitude 14, Reflex 16, Will 13; see also <i>canny dodge</i>	
Speed 6, climb 4	
Bite (standard; at-will) • Disease	
+9 vs. AC; 1d4+2 damage, and the ratfolk warrior makes a secondary attack against the same target. Secondary Attack: +7 vs. Fortitude; the target contracts wasting fever (see sidebar).	
Sling (standard; at-will) • Weapon	
Ranged 10/20; +10 vs. AC; 1d6+4 damage.	
Chucker Grenade (standard; at-will) • Weapon	
Ranged 10; +8 vs. Reflex; the ratfolk chucker typically carries 5 grenades, chosen from the types listed below. A chucker grenade attack that hits deals 1d6+4 damage to its target, and then makes a secondary attack as shown below:	
Filth Bomb: <i>Secondary Attack:</i> Area burst 2; +8 vs. Fortitude; the target contracts lung rot (see sidebar).	
Fire Bomb (Fire): <i>Secondary Attack:</i> Area burst 1; +8 vs. Reflex; 1d6+4 fire damage plus ongoing 5 fire damage (save ends).	
Poison Bomb (Poison): <i>Secondary Attack:</i> Area burst 2; +8 vs. Fortitude; the target takes ongoing 5 poison damage (save ends).	
Sludge Bomb: <i>Secondary Attack:</i> Area burst 1; +8 vs. Reflex; the target is immobilized (save ends). <i>Aftereffect:</i> The target is slowed (save ends). <i>Miss:</i> The target is slowed until the end of the ratfolk chucker's next turn.	
Stench Bomb: <i>Secondary Attack:</i> Area burst 3; +8 vs. Fortitude; the target takes a -2 penalty to attack rolls (save ends). <i>Aftereffect:</i> The target takes a -1 penalty to attack rolls (save ends).	
Cornered Rat	
When flanked or bloodied, the ratfolk gains a +2 bonus to all melee damage rolls.	
Filth-Dweller	
The ratfolk gains a +3 bonus to all saves against diseases and poisons.	
Canny Dodge (immediate interrupt, when the ratfolk chucker would be hit by a ranged weapon attack; encounter)	
The ratfolk chucker gains a +3 bonus to AC and Reflex until the end of the chucker's next turn.	
Alignment Unaligned	Languages Common
Skills Acrobatics +10, Athletics +7, Stealth +10	
Str 13 (+2)	Dex 18 (+5) Wis 13 (+2)
Con 15 (+3)	Int 8 (+0) Cha 10 (+1)
Equipment leather armor, sling, pouch and 12 bullets, 5 chucker grenades	

Ratfolk Chucker Tactics

A ratfolk chucker uses its grenades to hamper and demoralize its enemies while other ratfolk pepper its targets with arrows. It always seeks to keep out of melee range of enemies, even if it must give up a turn of attacking to do so.



Wasting Fever Level 1 Disease Endurance stable DC 15, improve DC 20

The target is cured. **Initial Effect:** The target's healing surge value is reduced by 2. **Final Effect:** The target's healing surge value is reduced to 0.

Lung Rot Level 4 Disease Endurance stable DC 17, improve DC 22

The target is cured. **Initial Effect:** The target loses two healing surges until cured. **Final Effect:** Each time the target fails an Endurance check (not just one against this disease), it takes ongoing 10 necrotic damage (save ends). If this damage reduces the target to 0 hit points, it dies in a gurgling paroxysm.



Ratfolk Gnawer		Level 6 Minion
Medium natural humanoid		XP 63
Initiative +4	Senses Perception +3; low-light vision	
HP 1; a missed attack never damages a minion		
AC 18; Fortitude 17, Reflex 17, Will 16		
Speed 6, climb 4		
⬇ Bite (standard; at-will) • Disease		
+10 vs. AC; 4 damage (6 while flanked), and the ratfolk gnawer makes a secondary attack against the same target. <i>Secondary Attack</i> : +8 vs. Fortitude; the target contracts wasting fever (see sidebar).		
Filth-Dweller		
The ratfolk gains a +3 bonus to all saves against diseases and poisons.		
Alignment Unaligned	Languages Common	
Skills Athletics +7, Stealth +6		
Str 14 (+4)	Dex 15 (+4)	Wis 13 (+3)
Con 15 (+4)	Int 8 (+1)	Cha 10 (+2)
Equipment leather armor		

Ratfolk Gnawer Tactics

Ratfolk gnawers are somewhat fiercer than their biter brethren, but remain cowardly. They will stay to fight as long as a leader is present.

Ratfolk Tailfighter		Level 6 Soldier
Medium natural humanoid		XP 250
Initiative +9	Senses Perception +4; low-light vision	
HP 72; Bloodied 36		
AC 22; Fortitude 18, Reflex 19, Will 17		
Speed 6, climb 4		
⬇ Bite (standard; at-will) • Disease		
+11 vs. AC; 1d6+3 damage, and the ratfolk tailfighter makes a secondary attack against the same target. <i>Secondary Attack</i> : +9 vs. Fortitude; the target contracts wasting fever (see sidebar).		
⬇ Greatsword (standard; at-will) • Weapon		
+11 vs. AC; 1d10+3 damage, and the target is marked until the end of the ratfolk tailfighter's next turn.		
⬅ Tail Whip (standard; recharge [D][D]) • Weapon		
Close burst 1; +10 vs. Reflex; 1d6+4 damage, and the target is knocked prone.		
Cornered Rat		
When flanked or bloodied, the ratfolk gains a +2 bonus to all melee damage rolls.		
Filth-Dweller		
The ratfolk gains a +3 bonus to all saves against diseases and poisons.		
⬇ Tail-Mace Clout (immediate interrupt, when an adjacent enemy stands from prone; at-will) • Weapon		
The ratfolk tailfighter makes an attack against the prone enemy: +10 vs. Reflex; 1d6+4 damage, and the target is pushed 1 square.		
Alignment Unaligned	Languages Common	
Skills Acrobatics +12, Athletics +11, Stealth +12		
Str 17 (+6)	Dex 18 (+7)	Wis 13 (+4)
Con 16 (+6)	Int 10 (+3)	Cha 14 (+5)
Equipment leather armor, greatsword, tail mace		

Ratfolk Tailfighter Tactics

Ratfolk tailfighters are fearless fighters, wading into melee at the first opportunity. They rely on their *tail whip* and *tail-mace clout* powers to neutralize threats as they slash with fang and sword.



Ratfolk Oracle		Level 8 Elite Controller (Leader)	
Medium natural humanoid		XP 700	
Initiative +7		Senses Perception +12; darkvision	
III Omen aura 10; whenever an enemy within the aura becomes bloodied or is reduced to 0 hit points, all ratfolk within the aura gain a +1 bonus to attack rolls until the end of their next turns			
HP 172; Bloodied 86			
AC 24; Fortitude 19, Reflex 23, Will 22			
Saving Throws +2			
Speed 6, climb 4			
Action Points 1			
⬇ Bite (standard; at-will) • Disease +13 vs. AC; 1d4+3 damage, and the ratfolk oracle makes a secondary attack against the same target. Secondary Attack: +12 vs. Fortitude; the target contracts wasting fever (see sidebar).			
⚡ Mind Spike (standard; at-will) • Psychic Ranged 5; +12 vs. Will; 2d6+4 psychic damage, and the target is stunned (save ends).			
⚡ Reveal the Unseen (standard; sustain minor; encounter) • Arcane, Zone Close burst 5; until the end of the ratfolk oracle's next turn, all hidden, concealed, or invisible enemies within the zone are rendered plainly visible. This zone moves with the ratfolk oracle.			
Cornered Rat When flanked or bloodied, the ratfolk gains a +2 bonus to all melee damage rolls.			
Filth-Dweller The ratfolk gains a +3 bonus to all saves against diseases and poisons.			
Arcane Ward (minor; recharge ⚡:⚡:⚡) Ranged 10; for 5 minutes or until the end of the encounter, the target gains resistance 10 to any one damage type chosen from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.			
Alignment Unaligned		Languages Common	
Skills Arcana +13, History +13, Insight +12, Stealth +12			
Str 13 (+5)		Dex 17 (+7)	
Con 14 (+6)		Int 18 (+8)	
		Cha 17 (+7)	
Equipment robes, rod			

Ratfolk Oracle Tactics

A ratfolk oracle is both priest and battle leader, pushing its allies onto ever greater feats of valor (or foolhardiness). The oracle relies mostly on its *mind spike* in combat, and places an *arcane ward* on a nearby ally - always starting with the most powerful allies present - whenever the power is charged.

Ratfolk Strategos		Level 10 Elite Soldier (Leader)	
Medium natural humanoid		XP 1,000	
Initiative +12		Senses Perception +7; low-light vision	
Tactical Edge aura 5; whenever an ally within the aura becomes bloodied, that ally may exchange places with any adjacent ally as a free action			
HP 212; Bloodied 106			
AC 27; Fortitude 24, Reflex 23, Will 24			
Saving Throws +2			
Speed 6, climb 4			
Action Points 1			
⬇ Bite (standard; at-will) • Disease +17 vs. AC; 1d6+4 damage, and the ratfolk strategos makes a secondary attack against the same target. Secondary Attack: +15 vs. Fortitude; the target contracts wasting fever (see sidebar).			
⬇ Greatsword (standard; at-will) • Weapon +17 vs. AC; 1d10+4 damage, and the target is marked until the end of the ratfolk strategos' next turn.			
⚡ Longbow (standard; at-will) • Weapon Ranged 20/40; +17 vs. AC; 1d10+3 damage.			
⬇ Puissant Attack (standard; at-will) • Disease, Weapon The ratfolk strategos makes a bite attack and a greatsword attack.			
⬇ Call of Battle (standard; recharge ⚡:⚡:⚡) • Weapon +17 vs. AC; 2d10+4 damage, and the ratfolk strategos or any one ally within 10 squares who can see or hear it may make a saving throw.			
⬇ Lead the Charge (standard, only while charging; recharge ⚡:⚡:⚡) • Weapon The ratfolk strategos make a charge attack: +18 vs. AC; 2d10+4 damage, and any two allies within 5 squares of the ratfolk strategos when it begins its charge may also charge the same target as a free action.			
Cornered Rat When flanked or bloodied, the ratfolk gains a +2 bonus to all melee damage rolls.			
Filth-Dweller The ratfolk gains a +3 bonus to all saves against diseases and poisons.			
Alignment Unaligned		Languages Common	
Skills Athletics +13, History +12, Insight +12, Stealth +13			
Str 17 (+8)		Dex 16 (+8)	
Con 18 (+9)		Int 14 (+7)	
		Cha 19 (+9)	
Equipment scale armor, greatsword, longbow, quiver and 20 arrows			

Ratfolk Strategos Tactics

The strategos is a paragon among ratfolk, graced with intelligence and great prowess; in battle, its allies tend to swarm about it, taking full advantage of the strategos' *tactical edge* aura. The strategos itself uses *lead the charge* as soon as it sees some benefit in doing so, otherwise relying mostly on its *puissant attack*.

Wasting Fever Level 1 Disease Endurance stable DC 15, improve DC 20

The target is cured. **Initial Effect:** The target's healing surge value is reduced by 2. **Final Effect:** The target's healing surge value is reduced to 0.



RATFOLK BROODS

Several specific broods of ratfolk have been observed, each with its own idiosyncratic behaviors and religious practices (based on the titan whence that brood spawned). For GMs who wish to differentiate among these broods, apply the following adjustments to the base stats provided above for any non-minion ratfolk. (Each member of the brood gains one at-will power from the listed class, but usable only as an encounter power, plus the additional benefits.)

Note: Brood leaders often have appropriate class templates as well.

Brood	Class Power	Additional Benefits
Brown Gorgor	Fighter	Second wind 1/day (as a move action)
Daywalker	Ranger	Resist fire 5 + 1/2 level
Diseased	Rogue	Immunity disease; resist 5 poison
Foamer	Rogue	Speed swim 5; +1 to attack rolls while bloodied
Red Witch	Warlock	Gained warlock power is at-will.
Stalker	Ranger	Speed increases by +2



Ratfolk Broods (above, clockwise from top): Stalker, Daywalker and Diseased.

MAJESTIC BIRDS OF PREY, rocs come in a number of sizes and varieties. While some are highly magical beings of raw elemental nature, others are simply very large natural creatures.

PHOENIX

A predatory creature with shimmering metallic plumage and quicksilver eyes, the storm phoenix can sometimes be glimpsed in the flashes of lightning that illuminate violent storms. These creatures live only in the midst of such storms, jumping about through magical gates that they create themselves.

Storm Phoenix		Level 26 Elite Skirmisher	
Huge elemental magical beast (air)		XP 18,000	
Initiative +23	Senses Perception +21		
HP 484; Bloodied 242			
AC 42; Fortitude 40, Reflex 40, Will 37			
Resist 20 lightning, 20 thunder			
Saving Throws +2			
Speed 4 (clumsy), fly 10 (hover), overland flight 15; see also <i>storm portal</i>			
Action Points 1			
⊕ Bite (standard; at-will) • Lightning Reach 2; +31 vs. AC; 2d8+7 damage plus 1d8 lightning damage (crit 23 damage plus 20 lightning damage).			
← Storm Burst (standard; recharge [E]) • Lightning, Thunder Close burst 3; +27 vs. Reflex; 2d6+7 lightning damage plus 2d6 thunder damage, and the target is dazed until the end of the storm phoenix's next turn.			
Skirmish +2d8 If, on its turn, the storm phoenix ends its move at least 4 squares away from its starting point, it deals an extra 2d8 damage on its basic attacks until the start of its next turn.			
Storm Portal (move; recharge [E][E]) • Teleportation The storm phoenix teleports 10 squares.			
Alignment Unaligned		Languages –	
Str 24 (+20)	Dex 26 (+21)	Wis 17 (+16)	
Con 26 (+21)	Int 11 (+13)	Cha 19 (+17)	

Storm Phoenix Tactics

Storm phoenixes are peaceful unless provoked, preferring simply to fly unhampered amid the forceful winds of storms. If attacked, a storm phoenix uses a *storm portal* to close with enemies, opening its attack with a *storm burst*. It generally reserves its second *storm portal*, once that ability recharges, to make an escape should that prove necessary.

STORM PHOENIX LORE

The following information about the storm phoenix can be obtained with a successful Arcana check.

DC 25: When a storm phoenix dies or is killed, it vanishes in a vortex of violent lightning bolts, leaving behind a single silver egg. This egg lies dormant until struck by a bolt of lightning, at which point it hatches into a new storm phoenix. In this way, storm phoenixes continue to propagate themselves.



ENCOUNTER GROUPS

The storm phoenix is a solitary creature, normally uniting only with others of its kind and only during mating season. However, other powerful elemental creatures can sometimes forge an alliance with a storm phoenix, provided there is some mutual benefit to the relationship.

Level 25 Encounter (XP 40,000)

- 1 storm phoenix (level 26 elite skirmisher)
- 1 storm titan (level 27 elite controller)

Level 27 Encounter (XP 62,000)

- 2 storm phoenixes (level 26 elite skirmisher)
- 1 ancient celestian (level 28 elite artillery)

Black Phoenix **Level 30 Elite Lurker****Huge shadow magical beast (undead)** **XP 38,000****Initiative** +21 **Senses** Perception +27; darkvision**Aura of Undeath (Necrotic)** aura 20; at the beginning of the black phoenix's turn, undead allies within the aura (including the phoenix) regain 20 hit points, and living creatures in the aura take 10 necrotic damage; radiant damage to the black phoenix ends its aura of undeath; the phoenix can restore the aura as a minor action**HP** 440; **Bloodied** 220; see also *dark resurgence***AC** 46; **Fortitude** 45, **Reflex** 41, **Will** 44**Immune** disease, poison; Resist 30 necrotic; **Vulnerable** 15 radiant**Saving Throws** +2**Speed** 4 (clumsy), fly 10, overland flight 15**Action Points** 1⬇ **Bite** (standard; at-will) • **Necrotic**
Reach 2; +37 vs. AC; 2d10+8 damage (crit 2d10+8 plus 2d10 necrotic damage).⬅ **Soulrending Shriek** (standard; recharge ☹☹☹) • **Necrotic, Thunder**
Close burst 5; +33 vs. Fortitude; 3d10+7 necrotic damage plus 2d8 thunder damage, and the target is stunned (save ends).⬅ **Dark Resurgence** (free, when first bloodied; encounter) • **Healing, Necrotic**
Close burst 3; +33 vs. Fortitude; 3d10+7 necrotic damage, and the phoenix vanishes in a great cloud of greasy black smoke that blocks line of sight until the end of the black phoenix's next turn, at which point the phoenix reappears with full normal hit points.**Spawn Wraith**
Any humanoid killed by the black phoenix rises as a free-willed dread wraith (see *D&D 4E MONSTER MANUAL*, page 267) at the start of its creator's next turn, rising in the space where it died or in the nearest unoccupied space. The dread wraith spawned in this way does not itself have the spawn wraith ability.**Alignment** Evil **Languages** –
Skills Stealth +24
Str 27 (+23) **Dex** 19 (+19) **Wis** 24 (+22)
Con 34 (+27) **Int** 8 (+14) **Cha** 25 (+22)

grow there; milk curdles and food spoils; and only foul beasts are willing to call the tainted locale home. Inevitably, a bird dies near the spot of the black phoenix's death, and this bird rises as the new black phoenix. It rapidly grows in size, absorbing the nearby necrotic energy, and the cycle of the black phoenix continues.

Black Phoenix Tactics

A black phoenix does not often seek out prey or engage in combat; when it does fight, it uses *soulrending shriek* as much as possible. Radiant damage irritates it, and it may single out targets who can wield such powers, usually snatching victims off the ground and dropping them from great heights.

ENCOUNTER GROUPS

The black phoenix is almost always found in the presence of the undead. Undead found with it first slay any living creatures present, and then turn on the phoenix.

Level 27 Encounter (XP 64,425)

- 5 abyssal ghoul myrmidons (level 23 minion)
- 1 bone lord (level 24 soldier)
- 2 dread wraiths (level 25 lurker)
- 1 black phoenix (level 30 elite lurker)

URIAN HARRIER

URIAN HARRIER LORE

The following information about the Urian harrier can be obtained with a successful Nature check.

DC 15: The greatest of beasts employed by the eladrin of Uria, the harrier is a magnificent sight to behold. During the Titanswar, the majestic harriers were at the forefront of the Corean cavalries, talons unflinchingly rending the armies of their foes. In the present, although the beasts are known mostly for their use in scouring the lands for dragons and other mighty titanspawn, harriers are mainly used to scout, patrol, and defend Uria, one of the many islands west of Ghelspad.

BLACK PHOENIX LORE

The following information about the black phoenix can be obtained with a successful Religion check.

DC 25: Sought after by necromancers and feared by Asherak's kings and generals, the black phoenix is a twisted parody of the phoenix of legend. It appears to be a blend of ebon vulture and giant eagle, wreathed in a corona of chill black fire. The breath of the black phoenix is said to cause the dead to rise, randomly imbuing slain enemies with unholy might. It is attracted to places of death, disease, and oppression. These risen dead slay all living things they find, but they always follow the phoenix.

While the black phoenix is native to Asherak, necromancers from other lands have heard of it and want to learn more. The sorcerers of Glivid Autel covet the feathers of the black phoenix and have hired adventurers to seek them out — none has yet succeeded, or at least Glivid Autel does not admit to having any of the feathers. The necromancers of Hollowfaust likewise covet the feathers, though mainly to keep them out of the hands of Glivid Autel.

DC 30: When the black phoenix finally comes to roost, the horde of undead it has created eventually catch up to it and slay it (it does not resist, for this is part of its life cycle). Following the destruction of the phoenix, they return to their typical undead behavior. The black phoenix's dying place becomes an unholy spot, frequented by undead. Living things shun the area; plants refuse to

DC 20: Difficult to train but amazingly loyal, the harriers are revered by Urians as an almost holy animal. Noncombatant Urians on important missions often use them for travel, as they can protect their riders from harm as well as take a battle to an enemy. Should a harrier (or its eggs) be captured and made available, many nobles would be willing to pay a king's ransom.

DC 25: Rumors abound of wild "great harriers" living in secluded forest or mountain regions, but the eladrin of Uria are close-lipped about such rumors. Stories insist, however, that the nobles of that land keep stables of these grand beasts as their personal steeds.

Urian Harrier		Level 13 Skirmisher
Large natural beast (mount)		XP 800
Initiative +12	Senses Perception +13	
HP 125; Bloodied 62		
AC 27; Fortitude 26, Reflex 25, Will 24		
Speed 4 (clumsy), fly 10, overland flight 15; see also <i>claw snatch</i>		
⬇ Bite (standard; at-will)		
+18 vs. AC; 2d6+5 damage.		
⬇ Claw Snatch (standard; at-will)		
The harrier moves up to 10 squares and makes an attack against a Small or smaller target at any point during its move; +16 vs. Reflex; 2d6+5 damage, and the target is grabbed, carried the rest of the harrier's move, released, and knocked prone in a space adjacent to the harrier.		
Aerial Agility +2 (when mounted by a friendly rider of 13th level or higher; at-will) • Mount		
While flying, a Urian harrier grants its rider a +2 bonus to all defenses.		
Alignment Unaligned	Languages –	
Str 20 (+11)	Dex 18 (+10)	Wis 15 (+8)
Con 13 (+7)	Int 2 (+2)	Cha 13 (+7)

Urian Harrier Tactics

A harrier relies on its *claw snatch* power against Small targets; otherwise, it lands beside its target and rends with its terribly sharp beak.



Great Harrier		Level 22 Elite Soldier
Huge natural magical beast (mount)		XP 8,300
Initiative +18	Senses Perception +19	
HP 400; Bloodied 200		
AC 38; Fortitude 35, Reflex 31, Will 34		
Saving Throws +2		
Speed 4 (clumsy), fly 10, overland flight 15; see also <i>claw snatch</i>		
Action Points 1		
⬇ Bite (standard; at-will)		
+29 vs. AC; 2d8+7 damage, and the target is marked until the end of the great harrier's next turn.		
⬇ Claw Snatch (standard; at-will)		
The harrier moves up to 10 squares and makes an attack against a Medium or smaller target at any point during its move; +27 vs. Reflex; 2d10+7 damage, and the target is grabbed, carried the rest of the harrier's move, released, and knocked prone in a space adjacent to the harrier.		
⬅ Frightful Presence (standard; encounter) • Fear		
Close burst 11; targets enemies; +25 vs. Will; the target is dazed until the end of the great harrier's next turn. Aftereffect: The target takes a –2 penalty to attack rolls (save ends).		
Shimmering Ward (minor; encounter) • Force		
The great harrier erects a shimmering ward of force around itself and its rider, granting both a +5 power bonus to all defenses until the end of the great harrier's next turn.		
Aerial Agility +2 (when mounted by a friendly rider of 22nd level or higher; at-will) • Mount		
While flying, a great harrier grants its rider a +2 bonus to all defenses.		
Alignment Good	Languages –	
Str 25 (+18)	Dex 20 (+16)	Wis 17 (+14)
Con 16 (+14)	Int 7 (+10)	Cha 22 (+17)

Great Harrier Tactics

A great harrier begins combat by activating its *frightful presence*, and then use *claw snatch* on the nearest enemy that is dazed by fear. Unless it sees a reason for staying in melee, it flies about the field of combat, focusing repeated *claw snatch* attacks on ranged attackers.

ENCOUNTER GROUPS

Urian harriers are rarely encountered beyond the borders of their native island unless they are in the company of an eladrin rider. In the wild hills and mountains of that realm, great harriers are sometimes kept by mountain giants and storm giants as pets and companions.

Level 13 Encounter (XP 4,000)

- 2 Urian harriers (level 13 skirmisher)
- 2 15th-level elf rangers* (level 15 artillery)

* Stats for NPC elf rangers are found in Appendix Two.

Level 21 Encounter (XP 20,400)

- 1 great harrier (level 22 elite soldier)
- 1 storm giant devastator* (level 24 elite artillery)

* See Devastator template in the 4E D&D DUNGEON MASTER'S GUIDE, page 178.

SAND HULK

THE SAND HULK IS A MASSIVE ARTHROPOD that lives in the cast-off shells of the giant tortoises that inhabit the Desert of Onn. Although sand hulks are primarily scavengers, they may turn predatory when food is scarce.

SAND HULK LORE

The following information about sand hulks can be obtained with a successful Nature check.

DC 25: A sand hulk's coloration makes it very difficult to see against the desert sand; to the untrained observer, it appears simply as an empty giant tortoise shell or some such thing.

ENCOUNTER GROUPS

Sand hulks are solitary creatures, but sandmaskers and other desert folks have been known to lure enemies into hulk territory, setting on their foes once the sand hulk attacks.

Level 23 Encounter (XP 28,400)

- 2 sand witches (level 21 controller)
- 1 sand hulk (level 27 elite brute)

Level 27 Encounter (XP 58,000)

- 2 thunderblast cyclones (level 26 elite artillery)
- 1 sand hulk (level 27 elite brute)

Sand Hulk		Level 27 Elite Brute
Gargantuan natural beast		XP 22,000
Initiative +11	Senses Perception +13; tremorsense 10	
HP 610; Bloodied 305; see also <i>buttress of chitin</i>		
AC 42; Fortitude 42, Reflex 39, Will 38; see also <i>buttress of chitin</i>		
Regeneration 10 (if the sand hulk takes acid or fire damage, regeneration doesn't function on its next turn)		
Saving Throws +2		
Speed 8, burrow 4 (loose only)		
Action Points 1		
⬇ Claw (standard; at-will)	Reach 3; +30 vs. AC; 2d8+12 damage, and the target is grabbed (until escape). A sand hulk can grab creatures from Medium to Gargantuan in size.	
⬇ Double Attack (standard; at-will)	The sand hulk makes two claw attacks.	
⬇ Rend (standard; at-will)	Grabbed target only. +28 vs. Reflex; 4d8+24 damage, and the target takes ongoing 10 damage (save ends).	
Buttress of Chitin	While bloodied, the sand hulk gains a +2 bonus to AC, Fortitude, and Reflex.	
Alignment Unaligned	Languages –	
Skills Stealth +16		
Str 34 (+25)	Dex 7 (+11)	Wis 10 (+13)
Con 25 (+20)	Int 1 (+8)	Cha 2 (+9)

Sand Hulk Tactics

A sand hulk normally attacks living prey only when threatened, but hungry hulks will lie within giant tortoise shells or sometimes even beneath the sand or in shallow caverns to wait for prey. A sand hulk immediately attempts to grab prey in the larger of its two claws so that it can *rend* with the other. If outnumbered or badly wounded, it abandons its home and tries to escape into the open desert.



SANDMASKER

THE SANDMASKERS ROAM THE DESERTS OF THE SCARRED LANDS, leading bands of giant scorpions on raids and attacks. Merciless predators, they slay any creatures who fall in their path.

SANDMASKER LORE

The following information about sandmaskers can be obtained with a successful History check.

DC 25: The origins of the sandmaskers are told in the tale of the War of the Broken Vows. The war appeared all but over in its 33rd year, when an army of Exemplars stormed the fortress of Tarkun, a renegade Exemplar who had made a terrible bargain with an unknown evil power. With barely an army left and no avenue of escape, Tarkun sacrificed his last possession: his immortal soul.

He cast his blood onto the sand, spat the "Incantation of the Unknown," and sprinkled dust from the tomb of Urkanet, the first Exemplar to die in the war. From the bloody droplets arose the half-human, half-scorpion sandmaskers. The hideous creatures drove off the Exemplars, whose immortality was leeched from them by the dark power of the ritual Tarkun had just performed.

Sandmasker Warrior		Level 16 Soldier
Large natural humanoid		XP 1,400
Initiative +12 Senses Perception +10; tremorsense 10		
HP 155; Bloodied 77		
AC 32; Fortitude 29, Reflex 28, Will 27		
Speed 8 (earth walk)		
⬇️ Claw (standard; at-will)		
Reach 3; +23 vs. AC; 2d6+5 damage, and the target is grabbed (until escape).		
⬇️ Longspear (standard; at-will) • Weapon		
Reach 2; +23 vs. AC; 1d12+6 damage.		
⬇️ Sting (standard; at-will) • Poison		
Grabbed target only; +21 vs. Reflex; 2d10+5 damage, plus ongoing 10 poison damage and the target is slowed (save ends both).		
Alignment Evil	Languages Common	
Skills Stealth +15		
Str 21 (+13)	Dex 14 (+10)	Wis 14 (+10)
Con 19 (+12)	Int 8 (+7)	Cha 15 (+10)

Sandmasker Warrior Tactics

Sandmasker warriors prefer to use traps and ambushes to catch their prey. They then charge with spears; any who survive the charge are trampled and attacked with claws and *stingers*.

ENCOUNTER GROUPS

Sandmaskers normally associate with others of their own kind, but occasionally ally themselves with demons, devils, and other evil beings.

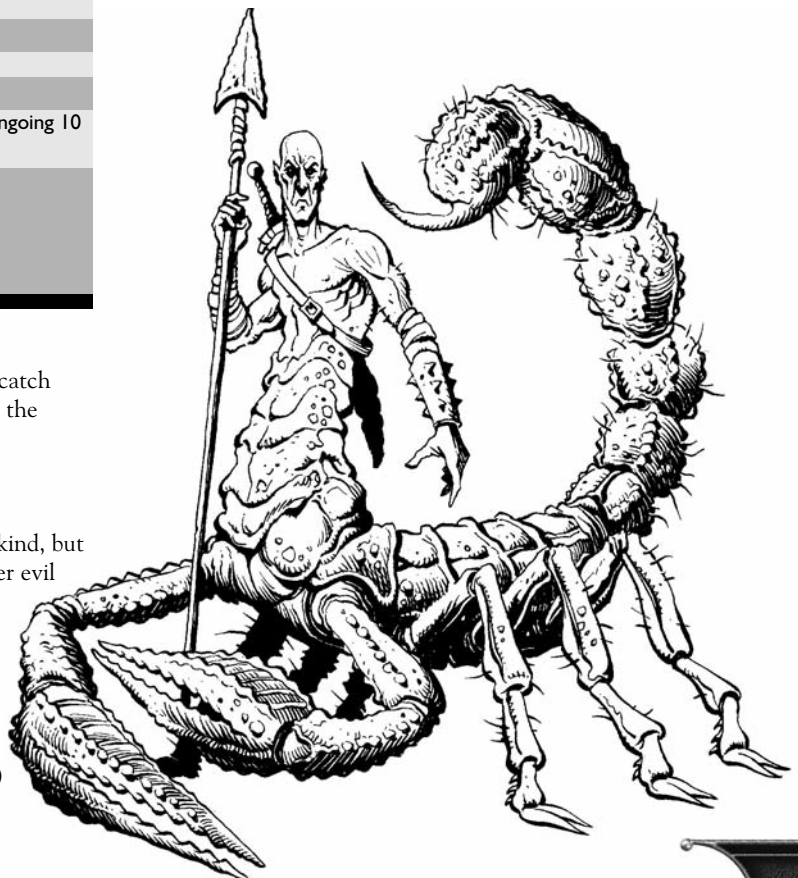
Level 19 Encounter (XP 13,200)

- 2 sandmasker warriors (level 16 soldier)
- 2 cambion hellfire magi (level 18 artillery)
- 1 sand witch [wizard template] (level 21 elite controller)

Sand Witch		Level 21 Controller (Leader)
Large natural humanoid		XP 3,200
Initiative +14 Senses Perception +14; tremorsense 10		
Desert Shield aura 5; all allies in the aura (including the sand witch) gain resist 10 fire and resist 10 cold		
HP 195; Bloodied 97		
AC 33; Fortitude 31, Reflex 31, Will 31		
Speed 8 (earth walk)		
⬇️ Claw (standard; at-will)		
Reach 3; +26 vs. AC; 2d6+5 damage, and the target is grabbed (until escape).		
⬇️ Longspear (standard; at-will) • Weapon		
Reach 2; +26 vs. AC; 1d12+6 damage.		
⬇️ Break the Line (standard; at-will)		
The sand witch makes a charge attack: Reach 2; +27 vs. AC; 2d12+6 damage, and the target slides 1 square and is knocked prone. If two targets are adjacent to one another, the sand witch may charge into position to attack both and make one break the line attack against each.		
⬇️ Sting (standard; at-will) • Poison		
Grabbed target only; +25 vs. Reflex; 2d10+5 damage, plus ongoing 10 poison damage and the target is slowed (save ends both).		
✳️ Loosen Earth (standard; at-will) • Zone		
Area burst 3 within 10; creates a zone of loose stone, earth, and sand. The zone is considered difficult terrain until the end of the encounter.		
Alignment Evil	Languages Common	
Skills Intimidate +19, Nature +19, Stealth +19		
Str 21 (+15)	Dex 18 (+14)	Wis 18 (+14)
Con 19 (+14)	Int 13 (+11)	Cha 18 (+14)

Sand Witch Tactics

Sandmasker witches on the hunt often use rituals to create illusions of small oases or wells, the better to lure their intended prey. They use *loosen earth* to hamper their enemies, and then charge using *break the line*.



SKELETON

CREATURES OF DARKEST NECROMANCY, skeletons are a common sight in the Scarred Lands, particularly in and around the city of Hollowfaust and the towers of Glivud Autel.

BONE HORROR

BONE HORROR LORE

The following information about bone horrors can be obtained with a successful Arcana check.

DC 20: A bone horror is not technically a skeleton. Its "body" is a mix of humanoid and sometimes animal skeletons. No one knows what dark magic created these monsters. They are thought to arise from the grisly remains of scattered battlefields where large amounts of necromantic energy have been used. Yet some rumors claim that they were made when a wizard's experiment went catastrophically wrong; others suggest that they are the remains of mortals cursed by a vengeful power for wrongs committed against the gods.

Bone Horror	Level 16 Brute	
Large aberrant animate (undead)	XP 1,400	
Initiative +8	Senses Perception +12; darkvision	
HP 185; Bloodied 92		
AC 28; Fortitude 29, Reflex 26, Will 29		
Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant		
Speed 8		
⊕ Bone Spur (standard; at-will)		
Reach 2; +19 vs. AC; 3d6+4 damage.		
⊕ Lashing Bones (standard; encounter)		
Close burst 2; the bone horror makes a bone spur attack against each enemy in range.		
⊕ Slashing Rampage (standard; encounter)		
The bone horror moves up to its speed and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the bone horror makes a bone spur attack against that creature. The horror must leave the space after it attacks, and must end its rampage in an unoccupied space.		
Alter Shape (move; at-will)		
The bone horror alters its shape, changing its size anywhere from Medium to Huge, thus allowing it to squeeze more effectively or to fill a considerably larger space. This change in size does not affect any of the bone horror's stats except for the space it occupies. Creatures in a space that becomes filled by an expanding bone horror are pushed to the nearest unoccupied square.		
Alignment Evil	Languages –	
Str 18 (+12)	Dex 11 (+8)	Wis 19 (+12)
Con 15 (+10)	Int 6 (+6)	Cha 14 (+10)

Bone Horror Tactics

A bone horror typically finds a dark place to lie in wait for victims. It lashes out with its *bone spurs*, shifting constantly in size so as to gain the most advantage from its surroundings.



Bone Lord	Level 24 Soldier	
Huge aberrant animate (undead)	XP 6,050	
Initiative +14	Senses Perception +16; darkvision	
HP 219; Bloodied 109		
AC 40; Fortitude 38, Reflex 34, Will 36		
Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant		
Speed 10		
⊕ Bone Spur (standard; at-will)		
Reach 3; +30 vs. AC; 3d6+7 damage, and the target is pushed 1 square.		
⊕ Lashing Bones (standard; encounter)		
Close burst 3; the bone lord makes a bone spur attack against each enemy in range.		
⊕ Mighty Slash (standard; at-will)		
Reach 3; +28 vs. Reflex; 3d8+7 damage, and the target is pushed 2 squares and knocked prone.		
⊕ Slashing Rampage (standard; encounter)		
The bone lord moves up to its speed and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the bone lord makes a bone spur attack against that creature. The bone lord must leave the space after it attacks, and must end its rampage in an unoccupied space.		
Alter Shape (move; at-will)		
The bone lord alters its shape, changing its size anywhere from Large to Gargantuan, thus allowing it to squeeze more effectively or to fill a considerably larger space. This change in size does not affect any of the bone lord's stats except for the space it occupies. Creatures in a space that becomes filled by an expanding bone lord are pushed to the nearest unoccupied square.		
Alignment Evil	Languages –	
Str 24 (+19)	Dex 11 (+12)	Wis 19 (+16)
Con 19 (+16)	Int 8 (+11)	Cha 18 (+16)

Bone Lord Tactics

The bone lord is simply a larger, more dangerous variety of bone horror, often comprised of bones from creatures much bigger than a man. Its tactics in combat are similar to those of the smaller bone horror, though it uses *mighty slash* to keep dangerous melee enemies at bay.

ENCOUNTER GROUPS

Bone horrors can be found in the company of all sorts of undead or diabolic creatures.

Level 17 Encounter (XP 9,800)

- 3 bone horrors (level 16 brute)
- 1 20th-level wizard death master* (level 20 elite controller)

* See *Death Master* template in the 4E D&D DUNGEON MASTER'S GUIDE, page 178. Stats for the NPC wizard are found in Appendix Two of this book.

Level 24 Encounter (XP 30,250)

- 2 great flameskulls (level 24 artillery)
- 1 bone lord (level 24 soldier)
- 1 marilith (level 24 elite skirmisher)

BURNED ONE

Burned One		Level 11 Soldier
Medium natural humanoid (fire, undead)		XP 600
Initiative +9	Senses Perception +8; darkvision	
HP 111; Bloodied 55		
AC 27; Fortitude 23, Reflex 23, Will 23		
Immune disease, poison; Resist 10 fire, 10 necrotic; Vulnerable 5 radiant		
Speed 6		
⚔ Claw (standard; at-will) • Fire		
+18 vs. AC; 1d8+3 damage, and ongoing 5 fire damage (save ends).		
⚔ Fiery Grapple (standard; at-will) • Fire		
+16 vs. Reflex; 2d8+3 fire damage, plus ongoing 5 fire damage (save ends) and the target is grabbed (until escape).		
⚔ Immolation (standard; at-will) • Fire		
Grabbed target only; +16 vs. Reflex; 3d8+3 fire damage and ongoing 10 fire damage (save ends), plus the burned one makes a secondary attack against each enemy adjacent to the target. <i>Secondary Attack:</i>		
+14 vs. Reflex; 2d8+3 fire damage.		
Alignment Evil	Languages –	
Str 17 (+8)	Dex 15 (+7)	Wis 16 (+8)
Con 15 (+7)	Int 7 (+3)	Cha 13 (+6)

Burned One Tactics

Burned ones prefer to attack from surprise; they tear into victims with wicked claws, stripping flesh away from bone or using *fiery grapple* and then summoning hellfire to their hands, immolating their victims.

BURNED ONE LORE

The following information about burned ones can be obtained with a successful Arcana check.

DC 20: The faithful of Vangal are granted power and strength, but woe to the servant who turns his back upon his dark god or who commits sacrilege in his quest for power. If captured, these unfaithful ex-priests are subjected to a ritual which leaves them nothing but a burned husk, destined to roam the earth tormented in an agony of eternal flames.

These abominations are drawn to deserted temples and places of worship, whether crypts beneath thriving cities or abandoned temples lost in the wilderness. There they stalk, eternally paying penance for their sins, destroying all who come within their territory. Tales are told of ancient churches and cathedrals swallowed up in the war between gods and titans, which are now populated

by the once-faithful begging to be released from their eternal torment.

ENCOUNTER GROUPS

Burned ones are often found with other undead or with evil creatures who are at home within the element of fire.

Level 8 Encounter (XP 1,800)

- 3 blazing skeletons (level 5 artillery)
- 2 hell hounds (level 7 brute)
- 1 burned one (level 11 soldier)



SHACKLEDEATH

Shackledeath	Level 9 Controller	
Medium natural animate (undead)	XP 400	
Initiative +7	Senses Perception +7; darkvision	
HP 98; Bloodied 49		
AC 23; Fortitude 23, Reflex 20, Will 20		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
⊕ Claw (standard; at-will) • Necrotic +14 vs. AC; 1d6+5 damage plus 1d6 necrotic damage.		
⊕ Shackle (standard; at-will) • Necrotic Reach 2; +13 vs. Reflex; 1d4+5 necrotic damage, and the target is restrained (until escape). The shackledeath can shackle up to two targets at once.		
⊕ Shackledeath (minor; at-will) • Necrotic Shackled target only. +13 vs. Fortitude; 1d8+4 necrotic damage, and the target is stunned (save ends).		
Alignment Evil	Languages –	
Str 20 (+9)	Dex 16 (+7)	Wis 16 (+7)
Con 18 (+8)	Int 7 (+2)	Cha 15 (+6)

Shackledeath Tactics

Shackledeath duties usually involve crippling or intimidating rather than inflicting lethal injuries. They have no qualms about killing if they feel the need, however, such as when a follower of Chardun defies the punishment he deserves. Shackledeaths are fanatically dedicated to their work and do not retreat unless they face utter defeat. In such cases, they are intelligent enough to fall back in order to regroup, but they always seek alternative ways to fulfill their missions, stalking a victim for all his natural days if need be.

SHACKLEDEATH LORE

The following information about shackledeaths can be obtained with a successful Arcana check.

DC 15: Shackledeaths are vicious creatures in service to Chardun. Tall humanoid skeletons with green glowing eyes, their collarbones are abnormally long and thick, extending several feet from each shoulder; from each of these collarbones hangs a chain many feet in length, ending in manacles or shackles of black iron. Shackledeaths sometimes wear the tattered remains of what may once have been clerical vestments of Chardun.

DC 20: Shackledeaths enforce the will of Chardun in the mortal world, enforcers and executioners of those who offend the god or fail in their duties to him. Thus they are often sent to punish rather than kill; Chardun is a deity of oppression rather than wanton slaughter. Offenders are left with their lives and the knowledge of what awaits them should they fail again.

Truly devout or zealous followers of Chardun have occasionally been granted the service and aid of shackledeaths. The Slaver is particularly watchful of these blessed minions, however. They might be prominent among his followers, but they also have farther to plummet if they fall from grace. Chardun tolerates no sympathy or compassion among his elite and expects his shackledeaths in the service of such turncoats to deliver punishment.

ENCOUNTER GROUPS

Shackledeaths are normally found with other servants of Chardun, whether devils, undead, or mortals.

Level 8 Encounter (XP 1,900)

- 6 spined devils (level 6 skirmisher)
- 1 shackledeath (level 9 controller)



THUNDERBONES

Thunderbones	Level 14 Brute	
Large elemental animate (undead)	XP 1,000	
Initiative +9	Senses Perception +9; darkvision	
HP 168; Bloodied 84		
AC 27; Fortitude 27, Reflex 25, Will 25; see also <i>arcane resistance</i>		
Immune disease, poison; Resist 10 lightning, 20 necrotic; Vulnerable 10 radiant		
Speed 8		
⊕ Claw (standard; at-will) • Lightning +17 vs. AC; 1d8+5 damage plus 1d6 lightning damage (crit 1d8+13 plus 2d6 lightning damage).		
⊕ Double Attack (standard; at-will) • Lightning The thunderbones makes two claw attacks.		
Arcane Resistance A thunderbones gains a +2 bonus to all defenses against attacks having the arcane keyword.		
Alignment Evil	Languages –	
Str 21 (+12)	Dex 15 (+9)	Wis 14 (+9)
Con 18 (+11)	Int 4 (+4)	Cha 11 (+7)

Thunderbones Tactics

Thunderbones are fearless warriors, wading into melee without hesitation. Their resistance to arcane magic makes them particularly deadly against arcane spellcasters, whom they often choose as their primary targets.

THUNDERBONES LORE

The following information about thunderbones can be obtained with a successful Arcana check.

DC 20: These intimidating creatures appear in many of the homes and workshops of accomplished necromancers, particularly those of Hollowfaust. Although the ritual involved in their creation is complex, the concept itself is simple: cover a large animated skeleton with rune-covered iron, and bestow magical abilities upon its bladed claws.

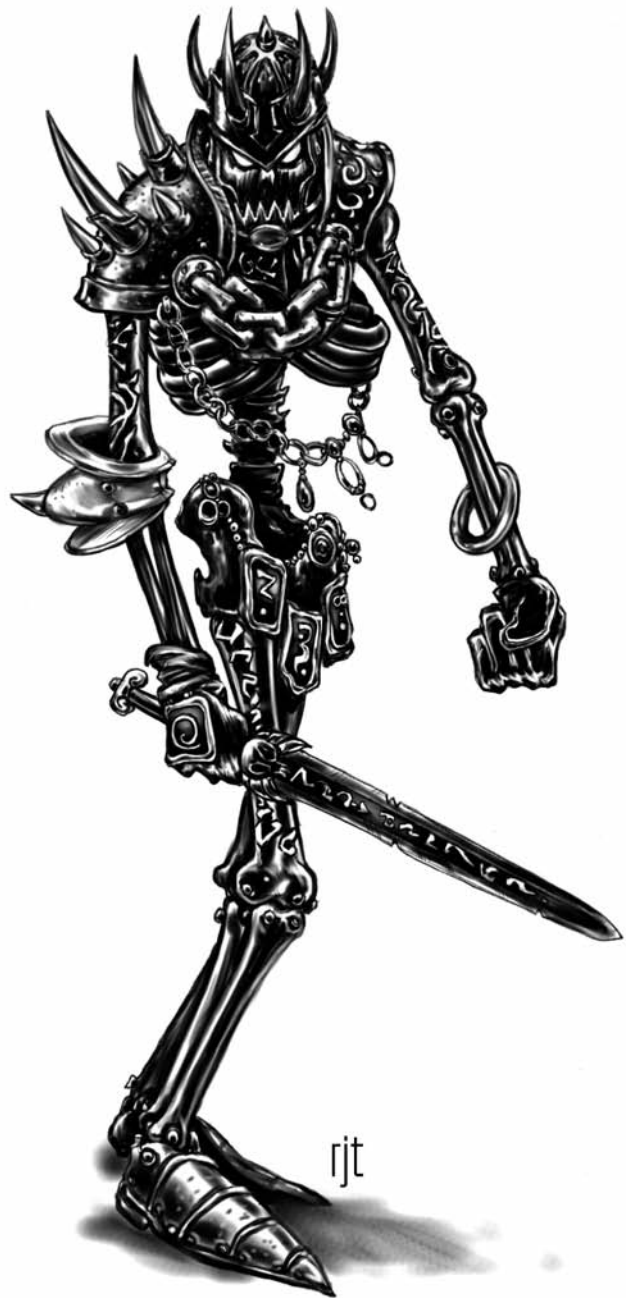
DC 25: Thunderbones are implacable and utterly loyal, obeying only their creator. Once set in motion, a thunderbones pursues its goals relentlessly unless its creator is on hand to prevent excessive violence or its instructions explicitly limit its actions. This last can be rather tedious and difficult, for a thunderbones can understand commands only in the form of a straightforward sentence no more than about a dozen words in length, such as "Defend me against all who assault me" or "Slay all who enter here, but don't harm me or my wife."

ENCOUNTER GROUPS

Thunderbones are servitor creatures, and are almost invariably found as guardians of necromancers or their towers and vaults.

Level 14 Encounter (XP 5,000)

- 3 thunderbones (level 14 brute)
- 1 lich (human wizard) (level 14 elite controller)



Many scholars and seers of the Scarred Lands share a theory of an alternate manner in which the future might have unfolded: If the gods and titans had not sundered the world in their great battle, then perhaps a secretive race called the Slarecians would now rule the world. To be ruled (or rather enslaved) by the Slarecians, these loremasters aver, would be a nightmare when compared to living even on a land ravaged by celestial war and among races obliterated by heavenly forces.

SLARECIAN LORE

The following information about the Slarecians can be obtained with a successful History check.

DC 20: Scholars can provide little actual facts about the Slarecians. They know that these alien people lived almost exclusively below ground and were masters of strange powers of the mind that, at one point, allowed them to challenge even the gods. The Slarecians also investigated the blackest of mystical arts, but to what ends cannot be determined; most of the scant literature that has been recovered from ancient Slarecian ruins (and that is written in comprehensible tongues, for the Slarecian language has proven resistant even to magical translation) deals with thanatology and infernal beings.

DC 25: Since the few Slarecian ruins known today are home to the likes of gargoyles and ghouls, most intelligent races fear what might have been if the Slarecians had mastered their own destiny. Instead, the stories of the time before the Divine War say that in a final act prior to setting upon each other, the gods and titans annihilated the Slarecians, who evidently paid homage to neither group. Whatever the outcome of their war with each other, neither the gods nor the titans desired the Slarecians to find a way to emerge the true victors.

The appearance of the Slarecians themselves has only been confirmed by illustrations in some ancient tomes and by the aspect of the rarely encountered Slarecian ghosts.

SLARECIAN GARGOYLE SLARECIAN GARGOYLE LORE

The following information about Slarecian gargoyles can be obtained with a successful Arcana or Dungeoneering check.

DC 20: Not a race unto themselves like some other gargoyles, Slarecian gargoyles are believed to be magical constructs that once guarded the tunnels and caverns of subterranean Slarecian cities. The majority of these defenders were likely destroyed when the Slarecians died out; some obviously escaped that fate, though, for they are sometimes encountered still, primarily in very remote locations.

Such is not always the case, though: a couple of reports describe a Slarecian gargoyle clawing its way out of the ground within or near a town or village and slaughtering the inhabitants. Most observers assume that the gargoyles were trapped in tunnels or caves beneath the ground, finally regained their freedom, and then turned upon those nearby as though they were intruders. Some people worry about a time when a powerful Slarecian gargoyle might dig its way up to the streets of a city such as Mithril and lay waste to scores or even hundreds of citizens before it can be stopped.

DC 25: Slarecian gargoyles do not communicate, even with each other, and they cannot be reasoned with or dissuaded from their ends.

Slarecian Gargoyle		Level 9 Elite Lurker
Medium aberrant animate (construct)		XP 800
Initiative +12	Senses Perception +12; darkvision	
HP 158; Bloodied 79		
AC 25; Fortitude 23, Reflex 23, Will 21		
Immune disease, petrification, poison, sleep; Resist 5 variable (1/encounter; see Glossary, <i>D&D 4E Monster Manual</i>)		
Saving Throws +2		
Speed 6, fly 8		
Action Points 1		
⚔ Gore (standard; at-will) • Fire +14 vs. AC; 2d6+5 damage, and ongoing 5 fire damage (save ends).		
↘ Halt (standard; at-will) • Charm Ranged 5; +12 vs. Will; the target is immobilized (save ends). Aftereffect: The target is slowed (save ends). Miss: The target is slowed (save ends).		
⚡ Coruscating Field (standard; recharge ☹️☹️) • Lightning Close burst 2; +10 vs. Reflex; 2d6+4 lightning damage, and the target is dazed (save ends). Miss: Half damage and the target is not dazed.		
Stone Form (standard; at-will) The gargoyle becomes a statue and gains resist 25 to all damage, regeneration 5, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (a minor action).		
Alignment Unaligned	Languages –	
Str 21 (+9)	Dex 18 (+8)	Wis 17 (+7)
Con 19 (+8)	Int 5 (+1)	Cha 19 (+8)

Slarecian Gargoyle Tactics

If possible, a Slarecian gargoyle attacks with surprise, often posing as a statue and then springing upon an unsuspecting foe. Although they do not communicate, these gargoyles do have what must be instinctual or innate tactics, especially when fighting with others of their own kind: One tries to freeze foes using *halt*, while another wades into melee, looking to position itself close to as many foes as it can (ideally nearby an immobilized foe, for that tactic often draws other enemies to save their friends); meanwhile, the third gargoyle targets spellcasters with its *coruscating field* attack.



Yellowhorn Gargoyle		Level 18 Elite Lurker
Large aberrant animate (construct)		XP 4,000
Initiative +18	Senses Perception +17; darkvision	
HP 272; Bloodied 136		
AC 34; Fortitude 32, Reflex 31, Will 31		
Immune disease, petrification, poison, sleep; Resist 10 variable (1/encounter)		
Saving Throws +2		
Speed 6, fly 8		
Action Points 1		
⬇ Gore (standard; at-will) • Fire		
Reach 2; +23 vs. AC; 2d8+7 damage, and ongoing 10 fire damage (save ends).		
➤ Halt (standard; at-will) • Charm		
Ranged 10; +21 vs. Will; the target is immobilized (save ends). Afterspell: The target is slowed (save ends). Miss: The target is slowed (save ends).		
⚡ Coruscating Field (standard; recharge 2/3) • Lightning		
Close burst 3; +19 vs. Reflex; 3d6+6 lightning damage, and the target is dazed (save ends). Miss: Half damage and the target is not dazed.		
⚡ Immobilizing Surge (standard; recharge 2/3) • Charm		
Close blast 4; +19 vs. Will; the target is immobilized (save ends). Afterspell: The target is slowed (save ends). Miss: The target is slowed (save ends).		
Stone Form (standard; at-will)		
The gargoyle becomes a statue and gains resist 30 to all damage, regeneration 10, and tremorsense 15. It loses all other senses and can take no actions in stone form other than revert to its normal form (a minor action).		
Alignment Unaligned	Languages –	
Str 25 (+16)	Dex 20 (+14)	Wis 17 (+12)
Con 22 (+15)	Int 6 (+7)	Cha 21 (+14)

Yellowhorn Gargoyle Tactics

A yellowhorn gargoyle uses similar tactics to lesser Slarecian gargoyles, though they rely heavily on *immobilizing surge* to keep enemies separated (and thus easy prey).

ENCOUNTER GROUPS

For some reason, Slarecian gargoyles are often found in groups of three, although lone gargoyles are sometimes encountered with other kinds of Slarecian legacies or with bound demons, devils, or undead.

Level 9 Encounter (XP 2,400)

- 3 Slarecian gargoyles (level 9 elite lurker)

Level 17 Encounter (XP 8,800)

- 1 yellowhorn gargoyle (level 18 elite lurker)
- 1 goristro (level 19 elite brute)



SLARECIAN GHAST

Slarecian Ghast		Level 7 Elite Brute
Medium aberrant animate (undead)		XP 600
Initiative +5	Senses Perception +10; darkvision	
HP 192; Bloodied 96		
AC 21; Fortitude 22, Reflex 19, Will 20		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Saving Throws +2		
Speed 7		
Action Points 1		
⬇ Fetid Claw (standard; at-will) • Necrotic		
+10 vs. AC; 1d6+3 damage plus 2d6 necrotic damage, and the target is immobilized (save ends) and cannot use healing surges until the end of the Slarecian ghast's next turn.		
⬇ Ghoulish Bite (standard; at-will) • Necrotic		
Immobilized, stunned, or unconscious targets only; +8 vs. Fortitude; 3d8+3 damage, and the target takes ongoing 5 necrotic damage (save ends).		
Spawn Ghoul		
Any humanoid killed by a Slarecian ghast rises as a free-willed ghoul (see <i>D&D 4E MONSTER MANUAL</i> , page 118) at the start of its creator's next turn, standing, as a move action, in the space where it died (or in the nearest unoccupied space).		
Alignment Chaotic evil	Languages Common	
Skills Acrobatics +10, Athletics +11, Stealth +10		
Str 17 (+6)	Dex 15 (+5)	Wis 15 (+5)
Con 16 (+6)	Int 14 (+5)	Cha 16 (+6)

Slarecian Ghasts Tactics

Slarecian ghasts are deadly foes: Part of the danger they pose may not be faced until after the ghast is destroyed — when victims slain by ongoing necrotic damage may rise as ghouls. A Slarecian ghast attempts to affect as many foes as possible with its *fetid claw* attack, and thus isolate an immobilized opponent whom the ghast may then carry away for its next meal.

SLARECIAN GHAST LORE

The following information about the Slarecian ghastr can be obtained with a successful Dungeoneering or History check.

DC 20: Some say that when the Slarecians were set upon by both gods and titans, the only way that ancient race could survive was to kill themselves rather than suffer eternal torment. Stories diverge from there: Some say that Slarecian ghastrs and shadows are all that remain of a great civilization, while others attest that such creatures are but a sampling of undead Slarecians that thrives beneath the ground.

Regardless, there is little dispute that the ghastrs were once Slarecians. Like ordinary ghouls, they are emaciated beings, with leathery flesh clinging to grossly slender frames.

DC 25: Slarecian ghastrs eat only carrion, so fresh kills are left to decay before they are devoured. The ghastr has lost none of its desire to dominate "lesser" beings: Entire villages or towns may be seized by these terrible beasts, and all the inhabitants turned to ghouls who serve their Slarecian master. The few inhabitants allowed to live on only serve as food for the ghouls.

ENCOUNTER GROUPS

Slarecian ghastrs can sometimes be found with others of their own kind, but they are generally selfish, domineering creatures who prefer to lead rather than to share the company of their peers; hence, they are often surrounded by ghouls they have created from slain enemies of other races.

Level 5 Encounter (XP 1,200)

- 3 ghouls (level 5 soldier)
- 1 Slarecian ghastr (level 7 elite brute)

SLARECIAN SHADOW SLARECIAN SHADOW LORE

The following information about Slarecian shadows can be obtained with a successful Arcana check.

DC 15: The rumored existence of Slarecian shadows is widely spoken, but the creatures' nature and purpose are unclear. What is known is the virtual impossibility of detecting the creatures; a Slarecian shadow moves only in darkened areas where it is indistinguishable from the surrounding shadows.

DC 20: Slarecian shadows are thought to have been spies or assassins for their people, but this role cannot explain why they are still encountered and, evidently, still spy on others. Regardless, a handful of Slarecian shadows wander the Scarred Lands on missions no one can hope to understand. Otherwise, they are encountered only in the most well-defended locales.

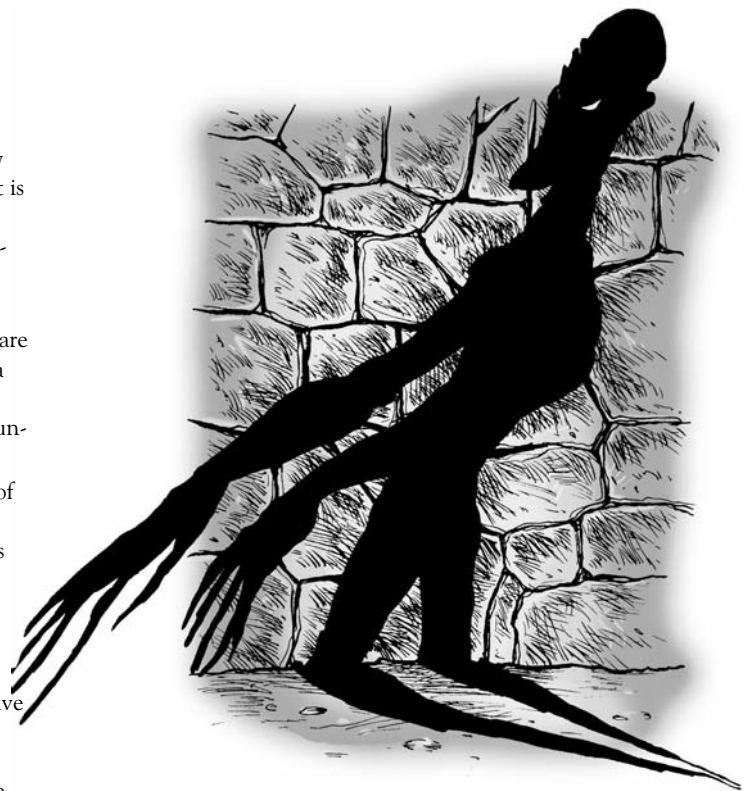
DC 25: The origins of shadow lords are uncertain. A variety of explanations are suggested by sages, necromancers, and others interested in such things — or who even know that these beings exist. Rumors circulate that one or more shadow lords and their shadow servants have struck bargains with the necromancers of Glivid-Autel. In return for necromantic secrets, the Slarecian shadows are ready to protect their allies.

DC 30: Shadow lords wield great power over darkness and have the ability to control the minds of living creatures. They often covet the same things they did in life (sex, wealth, power, etc.), and they tend to hunt and kill living beings who exemplify those same vices — as if the lords find some satisfaction in dominating the minds of such people, and even more in killing their victims afterward.

Slarecian Shadow		Level 6 Elite Skirmisher
Medium shadow humanoid (undead)		XP 500
Initiative +11	Senses Perception +10; darkvision	
HP 142; Bloodied 71		
AC 22; Fortitude 18, Reflex 22, Will 18		
Immune disease, poison; Resist 10 necrotic, 5 variable (1/encounter; see Glossary, <i>D&D 4E MONSTER MANUAL</i>), insubstantial; Vulnerable 5 radiant		
Saving Throws +2		
Speed 6; phasing; see also <i>shadow glide</i> and <i>shadow shift</i>		
Action Points 1		
⚡ Shadow Touch (standard; at-will) • Necrotic		
+9 vs. Reflex; 1d6+6 necrotic damage, and the target is weakened (save ends).		
⚡ Suborn Will (standard; recharge ⚡⚡⚡⚡⚡)		
Ranged 5; +9 vs. Will; the target is stunned (save ends).		
Shadow Glide (move; at-will)		
The Slarecian shadow shifts 3 squares.		
Shadow Shift (move; at-will) • Teleportation		
The Slarecian shadow teleports 6 squares. Special: The shadow can use this ability only in dim light or darkness; similarly, when it teleports, it must end in an area of dim light or darkness.		
Alignment Unaligned	Languages Common	
Skills Intimidate +10, Stealth +14		
Str 13 (+4)	Dex 22 (+9)	Wis 14 (+5)
Con 15 (+5)	Int 16 (+6)	Cha 15 (+5)

Slarecian Shadow Tactics

A Slarecian shadow first targets enemies with the ability to harm it: Divine spellcasters are certain to be at the top of the list, since they are most likely to have radiant spells. The shadow uses *suborn will* on such opponents.



Slarecian Shadow Lord	Level 8 Elite Lurker
Medium shadow humanoid (undead)	XP 700
Initiative +14 Senses Perception +12; darkvision	
HP 142; Bloodied 71	
AC 24; Fortitude 19, Reflex 23, Will 22	
Immune disease, poison; Resist 10 necrotic, 5 variable (1/encounter; see Glossary, <i>D&D 4E MONSTER MANUAL</i>), insubstantial; Vulnerable 5 radiant	
Saving Throws +2	
Speed 6, fly 6 (hover); phasing; see also <i>shadow glide</i> and <i>shadow shift</i>	
Action Points 1	
⬇ Shadow Touch (standard; at-will) • Necrotic +11 vs. Reflex; 2d6+6 necrotic damage, and the target is immobilized and weakened (save ends both).	
↘ Awaken Shadow (standard; at-will) • Necrotic Ranged 5; +11 vs. Will; ongoing 5 necrotic damage and the target is immobilized (save ends both).	
↘ Shadow Puppet (standard; recharge ⓂⓂⓂⓂ) • Charm Ranged 5; +11 vs. Will; the target is dominated (save ends).	
Shadow Glide (move; at-will) The Slarecian shadow lord shifts 6 squares.	
Shadow Shift (move; at-will) • Teleportation The Slarecian shadow lord teleports 6 squares. Special: The shadow lord can use this ability only in dim light or darkness; similarly, when it teleports, it must end in an area of dim light or darkness.	
Alignment Unaligned	Languages Common
Skills Intimidate +13, Stealth +15	
Str 14 (+6)	Dex 23 (+10) Wis 16 (+7)
Con 17 (+7)	Int 16 (+7) Cha 19 (+8)

Slarecian Shadow Lord Tactics

A shadow lord rarely attacks spontaneously or arbitrarily; it usually stalks a target for days or even weeks, learning everything it can about a target — dwelling(s), associates, profession, habits, patterns, and behaviors — before acting. When an opportunity presents itself, it attacks only when the target is alone, using *awaken shadow* and *shadow touch* to bind the victim. It reserves its *shadow puppet* power should other enemies arrive to assist the victim, preferably targeting a warrior-type whom it then commands to hold off the others while it slays its primary target.

ENCOUNTER GROUPS

Slarecian shadows are cunning, deceitful, malicious creatures who often associate with other creatures of shadow, whom they will quickly betray or abandon to save themselves at the slightest whim.

Level 7 Encounter (XP 1,550)

- 3 belsamaug (level 5 skirmisher)
- 2 Slarecian shadows (level 6 elite skirmisher)
- 1 belsamaug shadowfiend (level 8 controller)

Level 9 Encounter (XP 2,300)

- 2 Slarecian shadows (level 6 elite skirmisher)
- 2 night-touched mastiffs (level 7 skirmisher)
- 1 Slarecian shadow lord (level 8 elite lurker)



SLON

ALTHOUGH SLON CLOSELY RESEMBLE ORDINARY ELEPHANTS, they are very intelligent beings with vast knowledge of the dense savannahs and jungles where they live. When necessary, they rely on their appearance and knowledge of the terrain to pass as normal beasts.

SLON LORE

The following information about slon can be obtained with a successful Nature check.

DC 20: Female and young slon dwell in herds led by a matriarch, who makes all final decisions for the herd and largely directs its actions. Adult males are solitary, although juvenile males usually form gangs that may harass travelers or those whom they dislike. These gangs sometimes cause problems for humans and other nearby folk.

While they generally keep to themselves, slon befriend those connected to nature and are often willing to share their knowledge with friendly creatures. They worship the titan Denev (but by the name “Great Matriarch”). The slon are said to know the secrets of the ancient temples of the Lost Cities of the Lotus, and it is thought that they might share this knowledge with those they trust.

DC 25: The slon of the Gamulganjus Forest maintain good relationships with other sentient inhabitants there. Slon are most common along the north side of the Lethene’s Wind River, especially near the falls, and along both sides of the Uradisa River. They avoid the human tribes along the Semdar River, although they do relish the rich aquatic plants that grow there. Most of the human tribes are smart enough to let the slon graze in peace.

Some foolhardy folk hunt slon for their tusks and their bones, while others attempt to capture juvenile slon and take them back to their cities as work beasts or pets for the menageries of the wealthy. The slon hate these poachers with great passion, and leave their bodies hanging in jungle trees as a warning to others. A traveler may also find the corpses of Yellow Forest reptile-folk hanging from the trees along the Lethene’s Wind River, and locals believe this practice of the slon has kept those hostile snake-folk from expanding their realm.

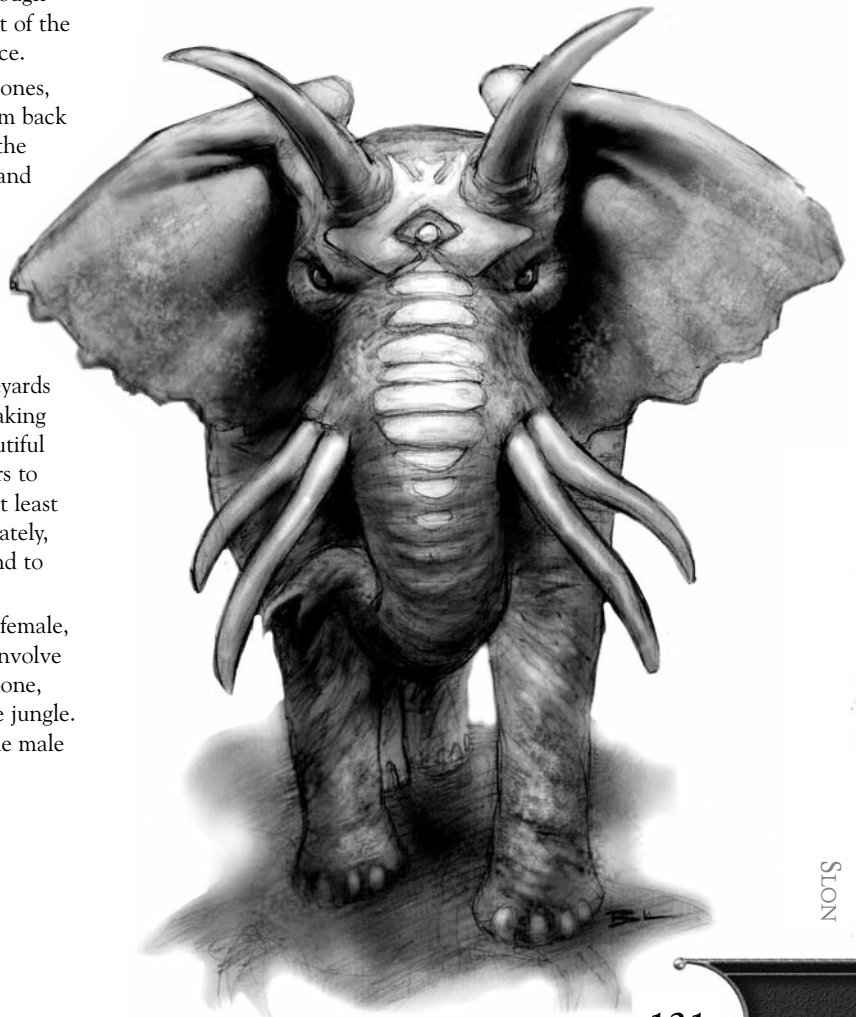
DC 30: Slon revere their dead, creating enormous graveyards for them. The skeletal remains of slon are said to aid in making potions, and their ivory tusks can be transformed into beautiful works of art and jewelry, leading many immoral adventurers to search for the secret slon graveyards. Each graveyard has at least one undead slon gravekeeper guardian, however; unfortunately, the displayed corpses of would-be grave robbers in turn tend to draw others interested in looting them.

At each solstice and equinox, adult slon, both male and female, leave the juveniles to perform secret religious rituals that involve construction of pillars and mounds made of stone, wood, bone, and dung, which can be found occasionally throughout the jungle. Mating also takes place during these rituals, after which the male and female slon again go their separate ways.

Slon	Level 14 Brute	
Huge natural magical beast	XP 1,000	
Initiative +7	Senses Perception +16; darkvision	
HP 171; Bloodied 85		
AC 26; Fortitude 27, Reflex 23, Will 25		
Immune charm, fear		
Speed 8		
⬇ Slam (standard; at-will)		
Reach 2; +17 vs. AC; 3d6+8 damage.		
⬇ Trample (standard; recharge ⌚⌚⌚⌚⌚)		
The slon moves up to 8 squares, even through enemies’ spaces, provoking opportunity attacks as normal. When it enters an enemy’s space, the slon makes a slam attack against that creature. The creature remains in its space, and the slon must leave the space after it attacks. The slon must end its trample in an unoccupied space.		
Alignment Unaligned	Languages Common	
Skills Intimidate +12, Nature +16		
Str 26 (+15)	Dex 11 (+7)	Wis 18 (+11)
Con 21 (+12)	Int 13 (+8)	Cha 10 (+7)

Slon Tactics

Most slon avoid fighting, but they are rarely timid about using their great strength and intelligence if forced. They are calm thinkers as a whole, difficult to trap or goad into combat. Each has his or her own preferred fighting style, but most will avoid destroying an opponent’s body if they feel it would better serve as a warning to others by being recognizable and on display.



Slon Gravekeeper	Level 20 Brute
Huge natural animate (undead)	XP 2,800
Initiative +11	Senses Perception +19; darkvision
HP 235; Bloodied 117	
AC 32; Fortitude 33, Reflex 28, Will 31	
Immune charm, disease, fear, poison; Resist 20 necrotic; Vulnerable 10 radiant	
Regeneration 10 (if the slon gravekeeper takes fire or radiant damage, regeneration doesn't function on its next turn)	
Speed 8 (earth walk)	
⊕ Slam (standard; at-will) Reach 2; +23 vs. AC; 3d8+10 damage.	
⊕ Trample (standard; recharge ☼☼☼☼) The slon gravekeeper moves up to 8 squares, even through enemies' spaces, provoking opportunity attacks as normal. When it enters an enemy's space, the gravekeeper makes a slam attack against that creature. The creature remains in its space, and the gravekeeper must leave the space after it attacks. The gravekeeper must end its trample in an unoccupied space.	
Alignment Unaligned	Languages –
Skills Insight +19, Intimidate +18, Nature +19, Stealth +16	
Str 30 (+20)	Dex 12 (+11) Wis 18 (+14)
Con 25 (+17)	Int 13 (+11) Cha 16 (+13)

ENCOUNTER GROUPS

Slon are most often found in herds comprised of extended matriarchal family units, although young adult males can occasionally be found alone or in small roving bands. In their herds, only the matriarch and other female slon will speak to non-slon. While solitary adult males speak for themselves, gangs of male juveniles often appoint a leader, though this leader may change every day.

Slon gravekeepers are often solitary, but can sometimes be found in pairs or even small groups when guarding particularly important slon holy sites.

Level 15 Encounter (XP 6,000)

- 4 slon (level 14 brute)
- 1 slon matriarch [warlock template] (level 14 elite skirmisher)

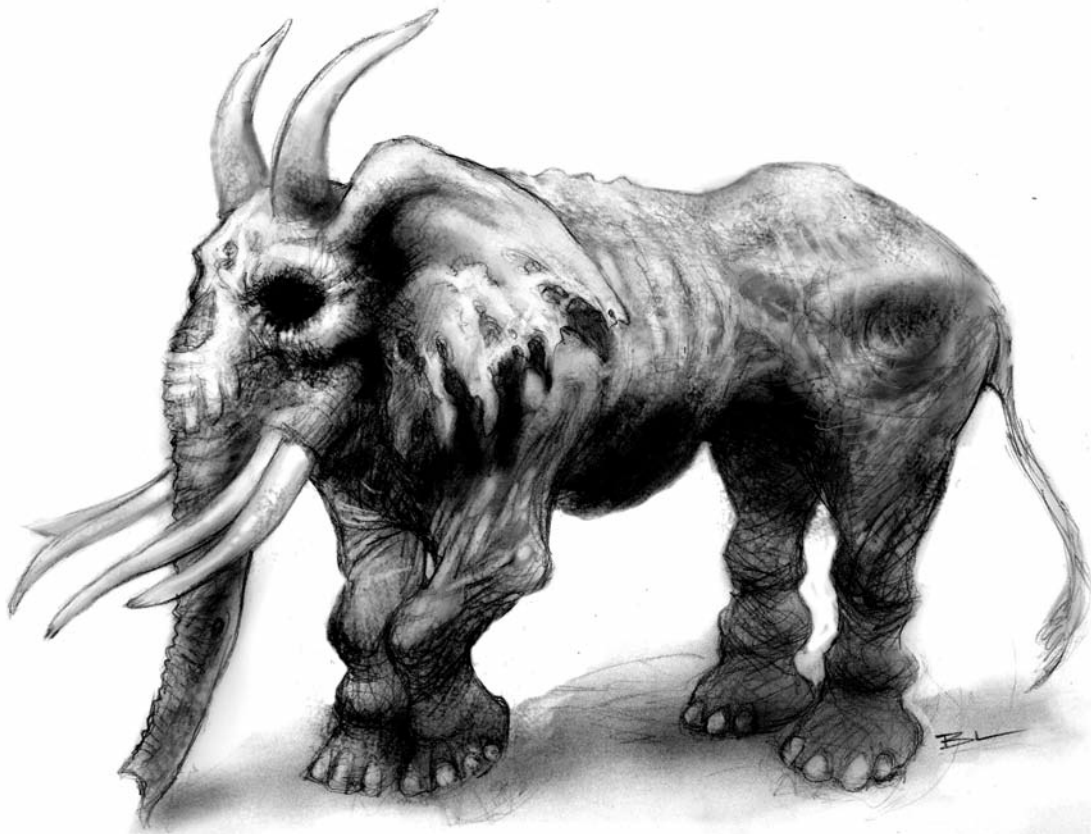
Level 17 Encounter (XP 8,400)

- 1 slon gravekeeper (level 20 brute)
- 1 slon gravekeeper shadowborn stalker* (level 20 elite lurker)

* See *Shadowborn Stalker* template in the 4E D&D DUNGEON MASTER'S GUIDE, page 181.

Slon Gravekeeper Tactics

Any intruder, even one who stumbles into the graveyard by accident, is considered an enemy by the gravekeeper(s) who guard it; however, anyone who immediately attempts to leave while assuring the gravekeeper that she has no intentions of harming or stealing from the graveyard (note the gravekeeper's +19 Insight bonus) may be allowed to depart safely.



COMMON SNAKES IN THE SCARRED LANDS are as numerous as in other worlds, some harmless, some deadly. Yet numerous monstrous varieties exist as well, all deadly in their own right.

DREAM SNAKE

Dream Snake	Level 3 Elite Lurker
Tiny fey beast (reptile)	XP 300
Initiative +8	Senses Perception +4; darkvision
HP 66; Bloodied 33	
AC 17; Fortitude 12, Reflex 17, Will 14	
Immune disease, sleep; Resist insubstantial	
Saving Throws +2	
Speed 6, climb 6; <i>phasing</i>	
Action Points 1	
⬇ Bite (standard; at-will) • Sleep +6 vs. Reflex; the target is immobilized (save ends). If the target fails its first saving throw against this power, the target falls asleep (it is unconscious; save ends). <i>Special:</i> Creatures suffer a -2 penalty when attempting saving throws against this power.	
⬇ Fatal Dream (standard; at-will) • Psionic Sleeping targets only. +8 vs. Will; 1d10+3 psychic damage, and ongoing 5 psychic damage (save ends). This damage does not wake the target.	
Invisibility (minor 1/round; at-will) • Illusion The dream snake becomes invisible until it attacks or until it is hit by an attack.	
Alignment Unaligned	Languages -
Str 3 (-3)	Dex 16 (+4) Wis 16 (+4)
Con 9 (+0)	Int 1 (-4) Cha 1 (-4)

Dream Snake Tactics

A dream snake attacks only victim that are already asleep. While invisible, the snake follows its target until he lies down to sleep; if very hungry, it may attack sooner, relying on its bite to render the target unconscious. Then, the snake settles invisibly on the target's neck, using *fatal dream* to feed on the target's life energy until the victim dies or the snake is forced to flee.

DREAM SNAKE LORE

The following information about dream snakes can be obtained with a successful Arcana check.

DC 15: A dream snake cannot normally be seen with the naked eye; powers that pierce their invisibility reveal the dream snake as a smoky, translucent serpent. The snake hides in the ether and hunts by biting a creature, putting it to sleep so that it can consume the victim's life energies. They care not a whit for a victim's physical remains, leaving it, once drained of life, for scavengers.

DC 20: Dream snakes are typically found near large concentrations of living beings. They find creatures with strong life forces most appealing: A rat is but a snack, while a horse offers a feast. The serpents find intellect and willpower to be great delicacies, making spellcasters rank among their choicest targets.



ENCOUNTER GROUPS

Dream snakes are usually solitary hunters, but they sometimes form symbiotic relationships with other scavengers who might devour the physical remains of their victims.

Level 3 Encounter (XP 750)

- 2 child traps (level 3 controller)
- 1 imp (level 3 lurker)
- 1 dream snake (level 3 elite lurker)

CANOPY CREEPER

CANOPY CREEPER LORE

The following information about canopy creepers can be obtained with a successful Nature check.

DC 15: The canopy creeper is a large poisonous snake that makes its home in the trees of jungles and rain forests, its mottled green and brown hide blending easily with the lush forest canopy. Though canopy creepers resemble many of the other reptile species that dwell in the Gamulganjus, they are most feared for their deadly poison.

DC 20: Canopy creepers sometimes stalk a group of people through the canopy for hours, waiting for stragglers to separate from the group. A canopy creeper can sometimes be frightened away by a bright light or an open flame, especially if part of the forest canopy has been ignited. However, a mated pair of canopy creepers will usually fight to the death.



Canopy Creeper		Level 7 Elite Lurker
Large natural beast (reptile)		XP 600
Initiative +12	Senses Perception +11; low-light vision	
HP 120; Bloodied 60		
AC 23; Fortitude 21, Reflex 21, Will 19; see also <i>lightning defense</i>		
Saving Throws +2		
Speed 6, climb 6; see also <i>deadly lunge</i>		
Action Points 1		
⊕ Bite (standard; at-will) • Poison +12 vs. AC; 1d6+5 damage plus ongoing 5 poison damage (save ends), and the target is grabbed (until escape).		
↓ Constrict (standard; at-will) Affects a target the canopy creeper has grabbed; +10 vs. Fortitude; 2d6+10 damage, and the target is dazed until the end of the canopy creeper's next turn.		
↓ Deadly Lunge (standard; recharge ☒☒) • Poison Reach 3; +13 vs. AC; 1d6+5 damage plus ongoing 5 poison damage (save ends), and the target is grabbed (until escape).		
Lightning Defense (immediate interrupt, when hit by a melee attack; recharge ☒☒) The canopy creeper gains a +2 bonus to AC and Reflex against the attack.		
Alignment	Unaligned Languages –	
Skills Stealth +13		
Str 20 (+8)	Dex 21 (+8)	Wis 17 (+6)
Con 12 (+4)	Int 1 (-2)	Cha 12 (+4)

Canopy Creeper Tactics

Canopy creepers lurk in the trees above game trails or jungle paths, striking when a lone creature walks underneath. Uncoiling from the canopy, it lashes downward with a *deadly lunge*, and then pulls the grabbed target up into the canopy to *constrict* its victim and feed in peace.

The canopy creeper rarely attacks Large or larger targets, for such large prey generally forces the creeper to crawl down to the ground to consume its meal. If attacked while feeding, its initial response is to flee through the canopy if an escape route is present.

ENCOUNTER GROUPS

Canopy creepers hunt alone or in pairs, but occasionally can be trained or even bred by reptilian humanoids such as the asaatthi.

Level 5 Encounter (XP 1,150)

- 1 asaatthi baneguard (level 6 soldier)
- 1 asaatthi witchblade (level 7 controller)
- 1 canopy creeper (level 7 elite lurker)

BLADE HOOD

Blade Hood		Level 9 Elite Brute
Large natural beast (reptile)		XP 800
Initiative +6	Senses Perception +5; low-light vision	
HP 228; Bloodied 114; see also <i>fearsome lunge</i> and <i>savage resilience</i>		
AC 23; Fortitude 22, Reflex 23, Will 20		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Bite (standard; at-will) +12 vs. AC; 1d10+5 damage, and the target is grabbed (until escape).		
↓ Constrict (standard; at-will) Affects a target the blade hood has grabbed; +10 vs. Fortitude; 2d6+10 damage, and the target takes ongoing 5 damage (save ends) and is dazed until the end of the blade hood's next turn.		
↓ Ripping Lunge (standard; at-will) +12 vs. AC; 2d8+5 damage, and the target takes ongoing 5 damage (save ends).		
Savage Resilience (minor, usable only while bloodied; encounter) • Healing For the rest of the encounter or until rendered unconscious, the blade hood gains a +2 bonus to damage rolls. In addition, until it is no longer bloodied, the blade hood gains regeneration 5.		
Fearsome Lunge (immediate reaction, when bloodied; encounter) +14 vs. AC; 4d8+5 damage, and the target takes ongoing 10 damage (save ends).		
Alignment	Unaligned Languages –	
Str 20 (+9)	Dex 15 (+6)	Wis 13 (+5)
Con 14 (+6)	Int 1 (-1)	Cha 7 (+2)

Blade Hood Tactics

Blade hoods are extremely aggressive and territorial; they usually strike first with a *ripping lunge* to test a potential victim. If a target fails to put up much of a fight, the snake seeks to grab and *constrict*.

Ironhood Serpent		Level 20 Elite Soldier
Huge natural beast (reptile)		XP 5,600
Initiative +15	Senses Perception +12; low-light vision	
HP 374; Bloodied 187; see also <i>savage resilience</i>		
AC 38; Fortitude 35, Reflex 34, Will 31		
Saving Throws +2		
Speed 8		
Action Points 1		
⊕ Bite (standard; at-will) +27 vs. AC; 2d8+7 damage, and the target is grabbed (until escape).		
⊕ Constrict (standard; at-will) Affects a target the ironhood serpent has grabbed; +25 vs. Fortitude; 3d10+14 damage, and the target takes ongoing 10 damage (save ends) and is dazed until the end of the blade hood's next turn.		
⊕ Ripping Lunge (standard; at-will) +27 vs. AC; 2d10+7 damage, and the target takes ongoing 10 damage (save ends).		
Savage Resilience (minor, usable only while bloodied; encounter) • Healing For the rest of the encounter or until rendered unconscious, the ironhood serpent gains a +4 bonus to damage rolls. In addition, until it is no longer bloodied, the ironhood serpent gains regeneration 10.		
Fearsome Lunge (immediate reaction, when bloodied; encounter) +27 vs. AC; 6d10+7 damage, and the target takes ongoing 15 damage (save ends).		
Alignment Unaligned	Languages –	
Str 25 (+17)	Dex 17 (+13)	Wis 15 (+12)
Con 19 (+14)	Int 1 (-5)	Cha 14 (+12)

Ironhood Serpent Tactics

Ironhood serpents are older, wilier specimens, generally cautious about attacking tool-wielding creatures. Against a lone foe, the ironhood usually bites to *constrict* so that it can keep its victim dazed; otherwise, it tries to slash multiple foes to bits with its *ripping lunge* before closing for the kill on the last one or two targets.

BLADE HOOD LORE

The following information about blade hoods can be obtained with a successful Nature check.

DC 15: Blade hoods are large serpents that hunt in remote wilderness areas and underground caverns. They are not venomous, but they make up for this shortcoming with other adaptations. They're usually deep violet to black in color, although lighter variations such as rose and tan have been seen. Adults reach an average length of 20 feet uncoiled, although much larger specimens have been reported, and their dense musculature can crush even heavily armored prey with relative ease.

The blade hood's most distinctive feature is the knifelike growths that emerge along its hood and sides, starting from immediately behind its jaws. When the serpent inflates its hood, these long scales spread out like the spokes on a chariot wheel. The serpent uses these appendages to tear through clustered prey or to strike solitary targets with a devastating slashing attack. The shorter blades that run the length of the snake's sides are used to shred victims as they are constricted.

DC 25: Blade hoods burrow deep lairs that usually have at least one large chamber. If a serpent kills a number of creatures at once, it eats one immediately and drags another back to its tunnel to be swallowed later, leaving the rest to rot. Valuables are occasionally left in the dust of these chambers, or are scattered en route.

ENCOUNTER GROUPS

Blade hoods are extremely solitary creatures, attacking even other blade hoods in territorial battles except during their short mating season; they rarely kill one another, though, with the loser simply slinking away to find its own hunting grounds. Asaatthi, hags, and other titanspawn races have been known to tame blade hoods using secret rituals.

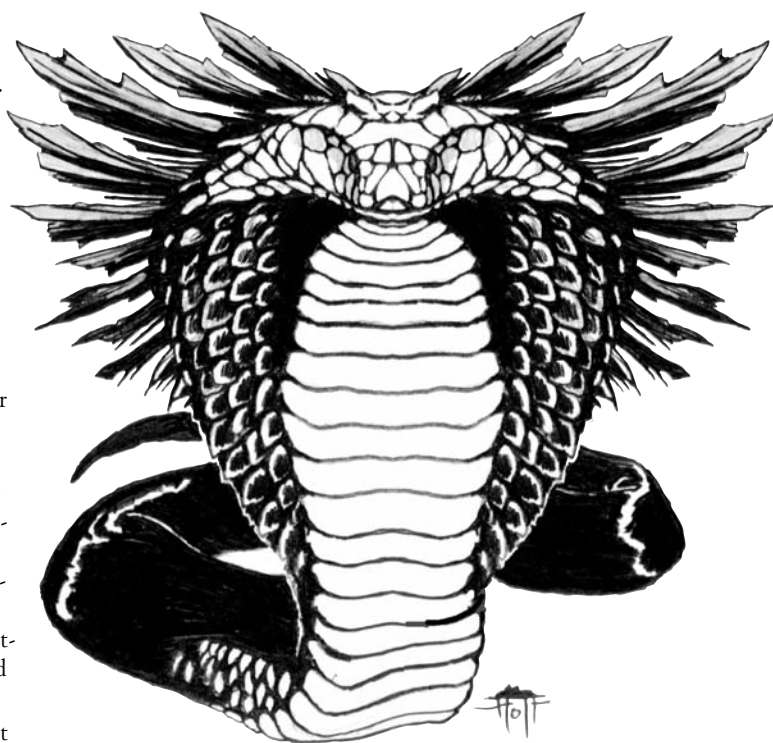
Level 10 Encounter (XP 2,540)

- 1 asaatthi witchblade (level 7 controller)
- 5 asaatthi fangs (level 8 minion)
- 1 blade hood (level 9 elite brute)
- 1 asaatthi maleficent (level 10 elite artillery)

Level 20 Encounter (XP 14,000)

- 1 hex ironhood serpent* (level 20 solo soldier)

* See Hex Creature template in Appendix One.



LITTLE MORE THAN SHADOWS, these spirits seem to walk as men, concealing themselves under long, tattered black cloaks. In truth, they have no substance, though they retain the ability to interact with objects and to wield weapons.

Alley Reaper Specter		Level 7 Elite Lurker
Medium shadow humanoid (undead)		XP 600
Initiative +9	Senses Perception +6; darkvision	
Cloak of Terror (Fear) aura 3; enemies in the aura suffer a –1 penalty to all attack rolls and defenses		
HP 124; Bloodied 62		
AC 22; Fortitude 19, Reflex 22, Will 21		
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant		
Saving Throws +2		
Speed fly 6 (hover; maximum altitude 2); <i>phasing</i> ; see also <i>spectral glide</i>		
Action Points 1		
⊕ Spectral Blade (standard; at-will) • Necrotic, Weapon +10 vs. Reflex; 1d8+5 necrotic damage.		
⊕ Lifedrinking Blade (standard; recharge ☞☞☞☞☞) • Healing, Necrotic, Weapon +10 vs. Fortitude; 3d8+5 necrotic damage, and the alley reaper regains 5 hit points.		
➤ Fetor of the Damned (standard; recharge ☞☞☞☞) • Fear, Psychic Ranged 5; +10 vs. Will; 2d8+2 psychic damage, and the target moves its speed +2 away from the alley reaper. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.		
Invisibility (minor 1/round; at-will) • Illusion The alley reaper becomes invisible until it attacks or until it is hit by an attack.		
Spectral Glide (move; at-will) The alley reaper shifts 3 squares.		
Alignment Chaotic evil	Languages Common	
Str 13 (+4)	Dex 16 (+6)	Wis 7 (+1)
Con 14 (+5)	Int 10 (+3)	Cha 14 (+5)
Equipment longsword		

Alley Reaper Specter Tactics

The alley reaper always seeks to attack from hiding, using *invisibility*, and then dismembers its victim horribly to inspire as much fear as possible; if support arrives to assist the victim, the reaper uses *fetor of the damned* to scare its enemies off. It does not attack with its material weapon (which remains under the reaper's cloak), but with a spectral version of that same weapon that deals necrotic damage as opposed to bodily wounds.

Dread Reaper Specter		Level 13 Elite Brute
Large shadow humanoid (undead)		XP 1,600
Initiative +10	Senses Perception +10; darkvision	
Cloak of Dread (Fear) aura 5; enemies in the aura suffer a –1 penalty to all attack rolls and defenses, and all light in the aura other than natural sunlight is reduced to dim light		
HP 312; Bloodied 156		
AC 27; Fortitude 24, Reflex 26, Will 28		
Immune disease, poison; Resist 20 necrotic, insubstantial; Vulnerable 10 radiant		
Saving Throws +2		
Speed fly 8 (hover; maximum altitude 2); <i>phasing</i> ; see also <i>spectral glide</i>		
Action Points 1		
⊕ Spectral Blade (standard; at-will) • Necrotic, Weapon +14 vs. Reflex; 2d8+6 necrotic damage.		
⊕ Lifedrinking Blade (standard; recharge ☞☞☞☞☞) • Healing, Necrotic, Weapon +14 vs. Fortitude (+16 against a bloodied target); 3d8+6 necrotic damage, and the target is weakened until the end of the dread reaper's next turn; the dread reaper heals 10 hit points.		
➤ Fetor of the Damned (standard; recharge ☞☞☞☞) • Fear, Psychic Ranged 5; +14 vs. Will; 3d10+5 psychic damage, and the target is stunned (save ends). Miss: The target suffers a –2 penalty to attacks and saving throws (save ends).		
↩ Life Feast (standard; encounter) • Healing, Necrotic Close burst 5; targets enemies; +12 vs. Fortitude; 2d10+5 necrotic damage, and the dread reaper heals 5 hit points (for every creature damaged by the attack).		
Invisibility (minor 1/round; at-will) • Illusion The dread reaper becomes invisible until it attacks or until it is hit by an attack.		
Spectral Glide (move; at-will) The dread reaper shifts 4 squares.		
Alignment Chaotic evil	Languages Common	
Str 15 (+8)	Dex 18 (+10)	Wis 9 (+5)
Con 16 (+9)	Int 12 (+7)	Cha 21 (+11)
Equipment scythe		

Dread Reaper Specter Tactics

The dread reaper uses much the same tactics as lesser reapers, but has a deadly *life feast* power that it uses when it nears the bloodied condition, always maneuvering with *spectral glide* first so it can hit as many targets as possible.

REAPER SPECTER LORE

The following information about alley reapers and dread reapers can be obtained with a successful Arcana or Religion check.

DC 15: An alley reaper is the spirit of an assassin or cutthroat who died with blood on his hands. Belsameth, considering that person particularly ruthless, cunning, and deceitful, gave him an extended lease not on the world, but on life. When a reaper is defeated, its cloak falls to the ground, all that's found underneath is a collection of prizes stolen from murder victims, along with the weapon that the spirit used to kill in life.

DC 20: A reaper stages a reign of terror over the ward or city in which it was killed — and probably on the individual or group, perhaps of watchmen or soldiers — who killed it in life. Its appetite for vengeance and death cannot be sated, and when its actual enemies are dispatched, anyone might become the next target.

DC 25: Reaper strikes only at night. During the day, they fade from the material world, leaving behind a fallen cloak and a collection of prizes, usually in some location that was sacred or special to the reaper in life. If these are all moved or taken, the reaper arises the next night wherever its cloak is; if the cloak is destroyed, the reaper can reform a new one the following night. If some of its other possessions are taken, the reaper intuitively senses where they are and pursues them relentlessly. Perhaps the only way to put a reaper to rest is to locate its hidden possessions and await the rise of the spirit at sunset, destroying it as it rises.

Specter Swarm		Level 24 Skirmisher
Large shadow humanoid (swarm, undead)		XP 6,050
Initiative +16	Senses Perception +11; darkvision	
Spectral Chill (Cold) aura 2; enemies in the aura suffer a –2 penalty to all defenses		
Swarm Attack aura 1; the specter swarm makes a basic attack as a free action against each enemy that begins its turn in the aura		
HP 213; Bloodied 106		
AC 38; Fortitude 34, Reflex 35, Will 34		
Immune disease, poison; Resist 30 necrotic, insubstantial, half damage from melee and ranged attacks; Vulnerable 15 radiant, 10 area and close attacks		
Speed fly 6 (hover); phasing		
⊕ Spectral Assault (standard; at-will) Reach 2; +27 vs. Reflex; 2d8+2 damage.		
↵ Spectral Barrage (standard; recharge ☼☼☼) • Illusion, Psychic Close burst 3; targets enemies; +25 vs. Will; 3d8+2 psychic damage, and the target is knocked prone.		
Invisibility (minor 1/round; at-will) • Illusion The specter swarm becomes invisible until it attacks or until it is hit by an attack.		
Alignment	Chaotic evil	Languages Common
Skills Stealth +19		
Str 11 (+12)	Dex 15 (+14)	Wis 8 (+11)
Con 13 (+13)	Int 6 (+10)	Cha 15 (+14)

Specter Swarm Tactics

Specter swarms are not dissimilar in behavior to normal (solitary) specters, relying heavily on their *phasing* ability and *spectral barrage* to keep enemies at a disadvantage.

ENCOUNTER GROUPS

Except in very unusual circumstances, reaper specters are solitary predators.

Level 7 Encounter (XP 1,550)

- 2 alley reapers (level 7 elite lurker)
- 1 trap haunt (ghost) (level 8 lurker)

Level 13 Encounter (XP 4,000)

- 1 unhallowed priest (level 13 controller)
- 2 dread reapers (level 13 elite brute)

Level 23 Encounter (XP 26,100)

- 2 specter swarms (level 24 skirmisher)
- 1 25th-level warlock death master* (level 25 elite controller)

* See *Death Master* template in the 4E D&D DUNGEON MASTER'S GUIDE, page 178. Stats for the NPC warlock are found in Appendix Two of this book.



SPHINX

ATHENTIA, THE GREAT SPHINX, is one of the most feared, yet also the most highly revered creatures in the Scarred Lands. Kings and queens, spellcrafters, and the desperately curious have sought her out for her knowledge, but all fear the price of such learning, for Athentia is known to punish those who seek her knowledge for insufficient cause.

GREAT SPHINX LORE

The following information about Athentia can be obtained with a successful History or Religion check.

DC 25: Finding the Great Sphinx is often a quest in itself. She roams the entirety of the Scarred Lands' warmer regions, staying mostly to the plains and hills, far from the cities of civilized humanoids. Yet those hungry for such knowledge will brave Athentia's curse for the chance to draw upon her seemingly boundless knowledge of spell and magic item construction, history and geography, or prescient advice. Down to the minutest details of any individual's life, it is said that nothing is beyond her ken.

DC 30: It is said that Athentia has a thirst for knowledge of the Slarecians and that she will barter for their artifacts, for she has been sighted near the Canyon of Souls and other temperate areas where Slarecian ruins have been discovered. As she finds arctic climes uncomfortable, Athentia has been known to make agreements with explorers to investigate ruins and mysteries found in such climes.

DC 35: No one knows Athentia's true age, although tales of her date back to well over a thousand years before the Divine War. As the Great Sphinx does not involve herself in the politics of either mortals or gods, perhaps she was simply left, by gods and titans alike, to go her way. Some few speculate that she blackmailed a god into sparing her by outwitting some of the god's favored servants (or perhaps even the god himself).

Athentia, the Great Sphinx Level 33 Solo Controller

Gargantuan immortal magical beast XP 155,000

Initiative +22 **Senses** Perception +32; darkvision

HP 1,490; **Bloodied** 745

AC 49; **Fortitude** 47, **Reflex** 45, **Will** 49

Immune charm, sleep; **Resist** 30 psychic, 30 variable (2/encounter; see Glossary, *D&D 4E MONSTER MANUAL*)

Saving Throws +5

Speed 8, fly 10 (hover)

Action Points 2

⬇ **Claw** (standard; at-will)
Reach 3; +38 vs. AC; 3d8+10 damage.

⬇ **Captivating Claws** (standard; at-will)
Athentia makes two basic claw attacks. If both attacks hit the same target, the target is grabbed (until escape).

⬇ **Rake** (minor; at-will)
Grabbed targets only; reach 3; +37 vs. Fortitude; 6d8+10 damage, and ongoing 15 damage (save ends).

↗ **Conundrum Curse** (standard; at-will) • **Polymorph, Psychic**
Ranged 10; +37 vs. Fortitude; 2d10+11 psychic damage, and the target is slowed (save ends). *First Failed Save:* The target is immobilized instead of slowed (save ends). *Second Failed Save:* The target must make a DC 31 Intelligence check or be petrified (no save).

↗ **Word of Binding** (standard; recharge ☹☹☹) • **Force**
Ranged 10; +37 vs. Reflex; 2d10+11 force damage, and the target is confined in bands of pulsating force (save ends). While so confined, the target is restrained and cannot gain line of effect against nonadjacent enemies.

↗ **Word of Domination** (standard; recharge ☹☹) • **Charm, Psychic**
Ranged 10; +37 vs. Will; the target is dominated (save ends).

↖ **Mental Prison** (standard; recharge ☹☹☹) • **Psychic**
Close burst 5; +35 vs. Will; 3d6+10 psychic damage, and the target is stunned (save ends). Miss: Half damage, and the target is dazed until the end of Athentia's next turn.

↗ **Twist of Fate** (minor; daily) • **Healing**
Athentia either regains 745 hit points or automatically saves against all effects currently on her.

Alignment Unaligned **Languages** Supernal
Skills Arcana +33, Diplomacy +30, History +33, Insight +32, Nature +32

Str 30 (+26) **Dex** 14 (+18) **Wis** 33 (+27)

Con 26 (+24) **Int** 28 (+25) **Cha** 29 (+25)



Great Sphinx Tactics

Athentia possesses an intellect far beyond that of almost any mortal creature. This mental faculty, combined with her frequent use of powerful divinatory rituals, generally allows her to foresee violent confrontations in time to avoid them if she so chooses.

If she is engaged in combat, Athentia most likely hovers out of reach and uses her ranged powers to ruin any who would oppose her. She does not normally seek to slay her opponents, though, unless she has no viable alternatives.

ENCOUNTER GROUPS

Athentia is a solitary creature, although she may draw other beings into her service in exchange for access to her great knowledge.

Level 34 Encounter (XP 215,000)

- 2 godforged colossus (level 29 elite brute)
- Athentia, the Great Sphinx (level 33 solo controller)

MONSTROUS SPIDERS OF ALL SHAPES AND SIZES, each dangerous in its own way, infest the Scarred Lands.

GRIM PUPPETEER

GRIM PUPPETEER LORE

The following information about grim puppeteers can be obtained with a successful Nature check.

DC 15: The grim puppeteer is a large arachnid predator from the jungles of southern Termana, though they have been reported in other regions in recent decades. The puppeteer drains its prey of vital fluids, and then uses the spent corpse as bait to attract future meals. These corpses are strung up like marionettes with the puppeteer's webs and manipulated to lure passing creatures into range of its bite. The puppeteer then hoists the new carcass into the trees to be dined upon at leisure; if necessary, it tracks prey that wanders off, then drags the limp body back to its tree to be devoured.



DC 20: Puppeteers keep several nearly drained corpses at hand, using them for as long as they remain semi-pliable. Worse, the spiders are intelligent enough to use the corpses in cunning and appropriate ways: a female humanoid's corpse may be used to lure a young male hunter of the same species, or a jungle cat's favorite prey animal may be dangled to get the feline within range of the puppeteer's thrown web.

The grim puppeteer knows how to best use its puppet to bluff a passerby — an animal corpse will appear lame, an easy target for a hunter or predator; a humanoid body makes vaguely beckoning gestures, or perhaps appears to run and hide behind the puppeteer's tree.

A grim puppeteer relocates to a new nest when its arboreal home gets too full of bodies and the odor of rotting flesh grows too strong. Some puppeteers choose to roost in trees that bear aromatic fruit, the better to draw in their prey and conceal their puppets' stench.

Grim Puppeteer		Level 6 Lurker
Medium natural magical beast (spider)		XP 250
Initiative +11	Senses Perception +9; tremorsense 10	
HP 54; Bloodied 27		
AC 20; Fortitude 17, Reflex 19, Will 18; see also <i>spines</i>		
Speed 6, climb 4 (spider climb)		
⚔ Bite (standard; at-will) • Poison		
+11 vs. AC; 1d6+2 damage plus 1d6 poison damage, and the target takes ongoing 5 poison damage (save ends).		
⚔ Toss Web (standard; recharge ⚡⚡⚡⚡⚡)		
Ranged 5/10; +9 vs. Reflex; the target is restrained (save ends). Aftereffect: The target is immobilized (save ends).		
Grim Puppetry		
The grim puppeteer uses its web strands to manipulate the bodies of its victims as if they were marionettes; in addition, the puppeteer is capable of mimicking human and animal sounds to complete the illusion. A character viewing this "puppetry" may make an Insight check against the puppeteer's Bluff check to determine that there is something unnatural about the puppet's movement or sounds.		
Spines (immediate reaction, when hit by a melee attack; at-will)		
+9 vs. Reflex; 1d4+1 damage. Creatures attacking with reach weapons are unaffected.		
Alignment Unaligned	Languages –	
Skills Bluff +13, Stealth +12		
Str 14 (+5)	Dex 19 (+7)	Wis 13 (+4)
Con 12 (+4)	Int 6 (+1)	Cha 14 (+5)

Grim Puppeteers Tactics

Grim puppeteers wait for their prey to close, lured by the spider's *grim puppetry*, and use *toss web* from hiding before they close with targets. They flee from tough fights, especially if bloodied.

ENCOUNTER GROUPS

Grim puppeteers can sometimes be found in colonies, but generally hunt alone or in pairs. Ettercaps and other spiderlike monsters sometime befriend them as well.

Level 4 Encounter (XP 975)

- 3 ettercap fang guards (level 4 soldier)
- 1 ettercap webspinner (level 5 controller)
- 1 grim puppeteer (level 6 lurker)

GIANT WOLFSPIDER

Giant Wolfspider	Level 8 Skirmisher	
Large natural beast (spider)	XP 350	
Initiative +9	Senses Perception +6; tremorsense 10	
HP 87; Bloodied 43		
AC 22; Fortitude 21, Reflex 20, Will 19		
Speed 10, climb 8 (spider climb); see also <i>hunter's leap</i>		
⬇ Bite (standard; at-will) • Poison +13 vs. AC; 2d6+4 damage, and the target takes ongoing 5 poison damage (save ends).		
⬇ Leaping Attack (standard; at-will) • Poison The giant wolfspider moves 5 squares and makes a bite attack. If it hits, the target is knocked prone and dazed (save ends).		
Hunter's Leap (move; recharge [E]) The giant wolfspider shifts 10 squares.		
Alignment Unaligned	Languages –	
Skills Stealth +12		
Str 18 (+8)	Dex 16 (+7)	Wis 14 (+6)
Con 15 (+6)	Int 1 (-1)	Cha 9 (+3)

Giant Wolfspider Tactics

The giant wolfspider starts with a *leaping attack* from concealment, usually focusing a single victim until the prey is dead. Bloodied wolfspiders can be driven off, however, and despite their size and fearsome appearance, they are prone to fleeing unless extremely hungry.

GIANT WOLFSPIDER LORE

The following information about giant wolfspider can be obtained with a successful Nature check.

DC 20: Giant wolfspiders are a breed of monstrous hunting spider that have gained particular repute for their association with spider-eye goblins; the goblins have learned to "train" the spiders to a certain degree, using them as mounts for hunting and battle. Even in the wild, though, a giant wolfspider is a dangerous predator. When hungry, a wolfspider attacks almost anything of its size or smaller.

ENCOUNTER GROUPS

In the wild, giant wolfspiders are lone hunters, but they are often found as pets or mounts of spider-eye goblins and narleths.

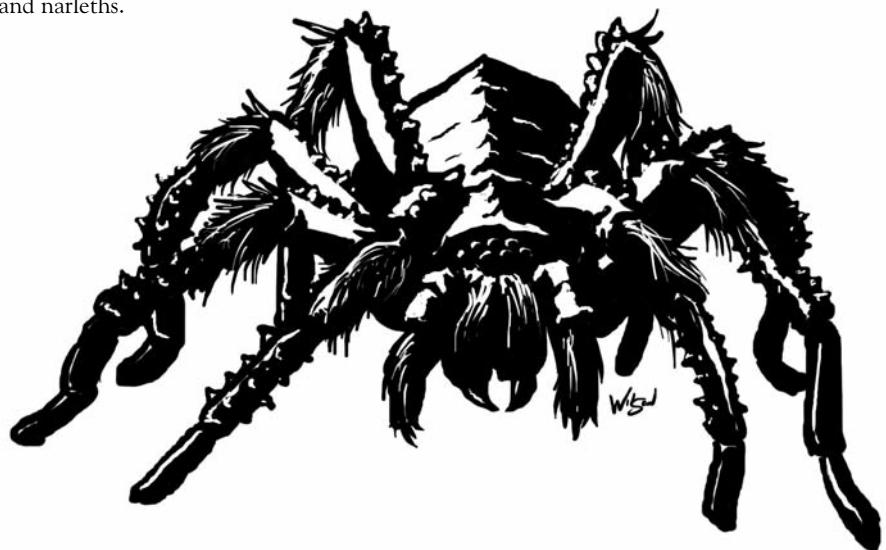
Level 9 Encounter (XP 2,450)

- 5 giant wolfspiders (level 8 skirmisher)
- 1 narleth (level 12 soldier)

Giant Wolfspider Websteed	Level 5 Soldier	
Large natural beast (mount, spider)	XP 350	
Initiative +6	Senses Perception +4; tremorsense 10	
HP 62; Bloodied 31		
AC 21; Fortitude 18, Reflex 17, Will 17		
Speed 10, climb 8 (spider climb); see also <i>leaping attack</i>		
⬇ Bite (standard; at-will) • Poison +12 vs. AC; 1d6+4 damage, and the target takes ongoing 5 poison damage (save ends).		
⬇ Leaping Attack (standard; at-will) • Poison The giant wolfspider websteed moves 5 squares and makes a bite attack. If it hits, the target is knocked prone and dazed (save ends). The websteed can use this attack while mounted, but in that case can move only 3 squares before biting.		
Spider Sense +2 (while mounted by a friendly rider of 5th level or higher; at-will) • Mount If it did not attack during its last turn, the giant wolfspider websteed grants its rider a +2 bonus to AC and Reflex.		
Alignment Unaligned	Languages –	
Skills Stealth +9		
Str 18 (+6)	Dex 15 (+4)	Wis 14 (+4)
Con 14 (+4)	Int 1 (-3)	Cha 7 (+0)

Giant Wolfspider Websteed Tactics

The giant wolfspider websteed usually does not attack when mounted by a suitable rider so that it may use its *spider sense*. Only if nearby enemies are not in a position to attack its rider will the spider risk losing this bonus in order to bite a foe.



NIGHT TYRANT

Night Tyrant	Level 11 Lurker	
Large natural beast (spider)	XP 600	
Initiative +13	Senses Perception +8; tremorsense 10	
HP 89; Bloodied 44		
AC 25; Fortitude 23, Reflex 23, Will 22		
Speed 6, climb 6 (spider climb); see also <i>scuttling retreat</i>		
⬇ Bite (standard; at-will) • Poison +16 vs. AC; 1d8+4 damage, and the target takes ongoing 10 poison damage (save ends).		
⬅ Sedative Spray (standard; recharge ☒☒☒) • Poison, Sleep Close burst 5; +14 vs. Fortitude; 1d8+3 poison damage, and the target is slowed and weakened (save ends both).		
Scuttling Retreat (move; encounter) The night tyrant shifts 6 squares. The night tyrant may use this ability while climbing.		
Alignment Unaligned	Languages –	
Skills Stealth +14		
Str 18 (+9)	Dex 19 (+9)	Wis 16 (+8)
Con 17 (+8)	Int 1 (+0)	Cha 10 (+5)

Night Tyrant Tactics

The night tyrant is a cowardly creature; if confronted with determined resistance, it generally flees back into the trees. If cornered, it lashes out with its poisonous bite until it can find an opportunity to escape.

NIGHT TYRANT LORE

The following information about night tyrants can be obtained with a successful Nature check.

DC 15: The night tyrant is a monstrous hunting spider, its skin colored in mottled shades of black, brown, and green, giving it effective natural camouflage high in the forest canopy. The upper side of its body is covered in a thick hide that provides it with a form of natural armor, but its underside is soft and vulnerable.

Night tyrants never claim more than one victim a night, but are known to stalk traveling parties for days on end, picking away at them a little each night.

DC 25: The tyrant excretes a fine mist from its abdomen that acts as a powerful sedative, lulling its victims into a catatonic sleep. The night tyrant creeps among the forest canopy, seeking potential prey bedded down amid the undergrowth below. Once it locates a likely victim, it silently descends along a tree trunk until it comes within range and begins pumping its sedative mist, which possesses a strong, honey-like scent, into the air. Sensory bristles on the spider's legs monitor the victim's body temperature and breathing, and when it senses that its soporific has taken effect, it comes down and drags the inert victim back up into the trees.



ENCOUNTER GROUPS

Night tyrants normally hunt alone, but they are favored pets of the dark elves, who have actually developed means to extract the tyrant's soporific spray, using it to poison their weapons.

Level 10 Encounter (XP 2,600)

- 1 10th-level dark elf cleric* (level 10 controller)
- 1 10th-level dark elf fighter* (level 10 soldier)
- 2 10th-level dark elf rogues* (level 10 skirmisher)
- 1 night tyrant (level 11 lurker)

* Stats for dark elf NPCs are found in Appendix Two of this book.

SHARD SPIDER

Shard Spider	Level 13 Skirmisher	
Large natural beast (spider)	XP 800	
Initiative +9	Senses Perception +8; tremorsense 10	
HP 130; Bloodied 65		
AC 28; Fortitude 27, Reflex 23, Will 24		
Speed 8, climb 6 (spider climb); see also <i>hunter's leap</i>		
⬇ Bite (standard; at-will) • Poison +18 vs. AC; 1d6+4 damage, and the target takes ongoing 10 poison damage (save ends).		
⬇ Claw (standard; at-will) +18 vs. AC; 2d8+4 damage.		
⬇ Frenzied Assault (standard; recharge ☼☼☼) The shard spider makes a bite attack and a claw attack. It may shift 1 square either before or after either of these attacks.		
Hunter's Leap (move; encounter) The shard spider shifts 8 squares.		
Alignment Unaligned	Languages –	
Skills Stealth +14		
Str 19 (+10)	Dex 13 (+7)	Wis 14 (+8)
Con 18 (+10)	Int 1 (+1)	Cha 8 (+5)

Shard Spider Tactics

Shard spiders lurk in rocky terrain near their webs, waiting for prey, but are often forced to range far for their food. When found near their webs, they hide in the rocks and initiate combat using *hunter's leap*. When encountered farther from their lairs, they are more cautious in their attacks. A shard spider will run away if it finds itself severely pressed.



SHARD SPIDER LORE

The following information about shard spiders can be obtained with a successful Nature check.

DC 20: Some years after the Titanswar ended, these strange beasts appeared in those lands that had suffered the most terrible devastation. The shard spider is shaped much like a tarantula, but its body is protected by a hard gray or black carapace, its surface uneven and jagged. From a distance, the shard spider looks as if it were assembled from a pile of sharp stone fragments. Its mandibles, like a scorpion's stinger, are metallic and fearsomely sharp.

DC 25: Shard spiders make their homes in the many chasms and rents that now mar the surface of the Scarred Lands. They spin dense webs deep in these rifts, but use their webs as homes rather than traps; the spiders obtain food through hunting. The substance of their webs is of great interest to alchemists, who will usually pay well for a fresh sample.

ENCOUNTER GROUPS

Shard spiders often hunt in pairs, though lone spiders are also common.

Level 11 Encounter (XP 3,200)

- 2 envenomed shard spiders* (level 13 elite brute)

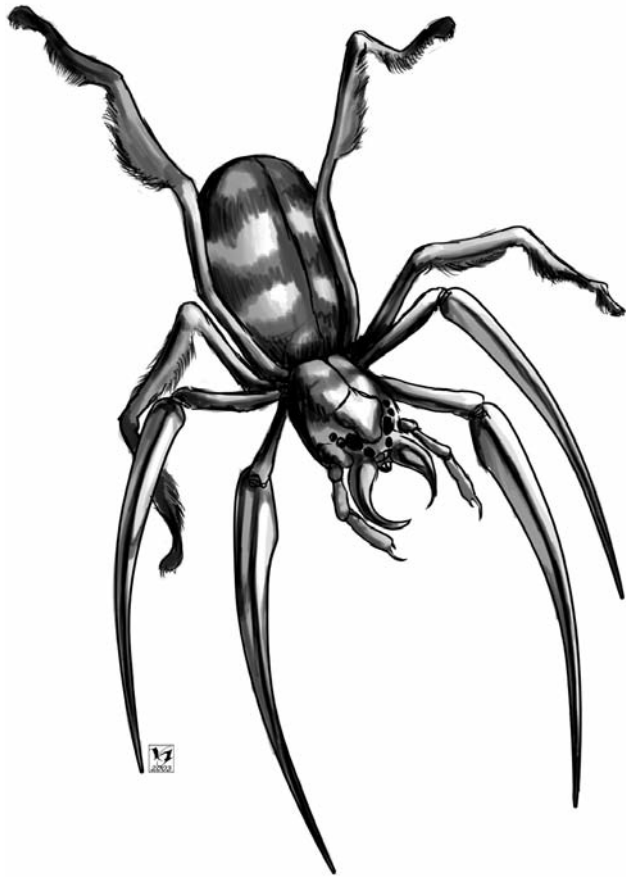
* See *Envenomed* template in *Appendix One*.

SABER SPIDER

Saber Spider	Level 15 Soldier	
Large natural beast (spider)	XP 1,200	
Initiative +13	Senses Perception +8; tremorsense 10	
HP 146; Bloodied 73		
AC 31; Fortitude 30, Reflex 29, Will 27		
Speed 6, climb 6 (spider climb)		
⬇ Bite (standard; at-will) • Poison +21 vs. AC; 1d8+5 damage, and the target takes ongoing 10 poison damage (save ends).		
⬇ Double Claw Slash (standard; at-will) The saber spider makes two claw attacks: Reach 2; +21 vs. AC; 1d10+5 damage, and the target is marked until the end of the saber spider's next turn.		
Dire Slash (immediate interrupt, when a marked enemy within 2 squares shifts or moves; at-will) The shard spider makes a double claw slash attack against the marked enemy.		
Alignment Unaligned	Languages –	
Skills Stealth +16		
Str 21 (+12)	Dex 19 (+11)	Wis 12 (+8)
Con 18 (+11)	Int 1 (+2)	Cha 8 (+6)

Saber Spider Tactics

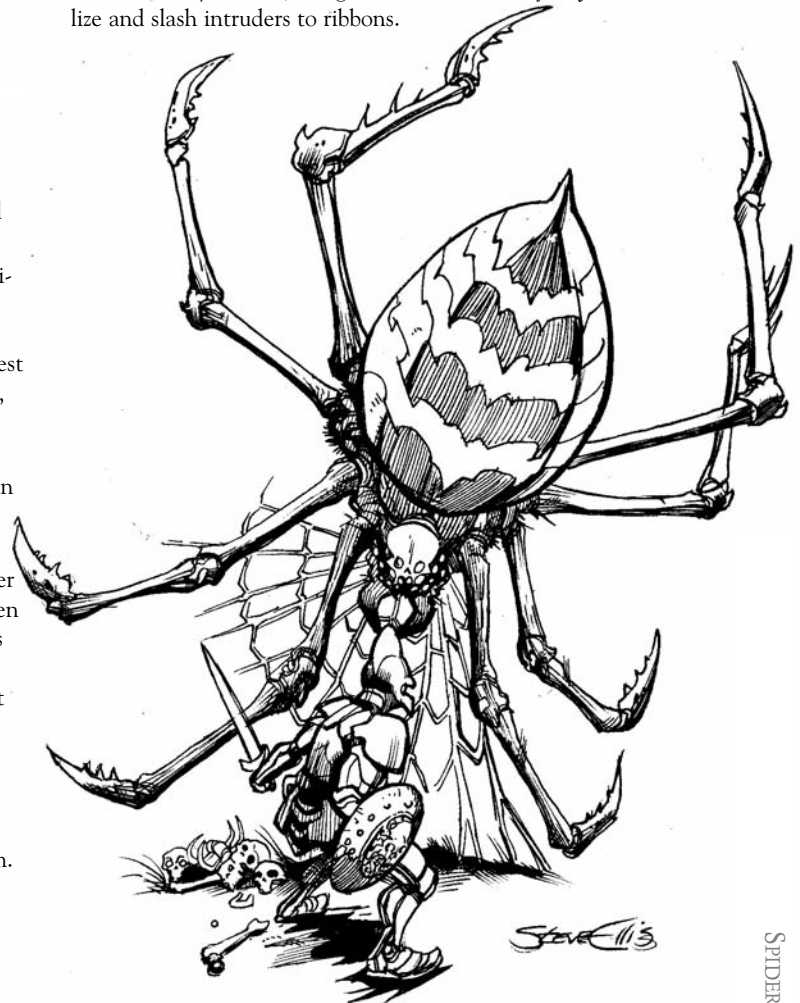
Patiently suspended above heavily traveled paths, saber spiders usually attack by surprise, dropping down to attack their foes while dangling from a single strand of webbing. (When first attacking in this fashion, the spider is considered to be charging.) Captured prey is whisked into the treetops to be bound and stored as food or as incubators for eggs. It will not fight on the ground, even to the point of provoking multiple opportunity attacks in trying to flee up the nearest tree.



Saber Spider Queen		Level 19 Controller
Huge natural beast (spider)		XP 2,400
Initiative +14	Senses Perception +12; tremorsense 10	
HP 183; Bloodied 91		
AC 33; Fortitude 32, Reflex 31, Will 29		
Speed 8, climb 8 (spider climb)		
⬇️ Bite (standard; at-will) • Poison		
Reach 2; +24 vs. AC; 2d6+7 damage, and the target is weakened and takes ongoing 10 poison damage (save ends both).		
⬇️ Double Claw Slash (standard; at-will)		
The saber spider queen makes two claw attacks: Reach 3; +24 vs. AC; 1d12+7 damage.		
⬇️ Claw Flurry (standard; at-will)		
Reach 3; +24 vs. AC; 2d12+7 damage, and the target is pushed 2 squares.		
✦ Web Burst (standard; recharge ☞☞☞☞)		
Area burst 2 within 10 squares; +21 vs. Reflex; the target is restrained (save ends). <i>Aftereffect:</i> The target is immobilized (save ends).		
Alignment Unaligned		Languages –
Skills Stealth +19		
Str 24 (+16)	Dex 20 (+14)	Wis 17 (+12)
Con 23 (+15)	Int 2 (+5)	Cha 13 (+10)

Saber Spider Queen Tactics

A saber spider queen rarely leaves its nest, relying on the males to feed and protect it. When defending its nest or its young, however, it is absolutely fearless, using *web burst* and *claw flurry* to immobilize and slash intruders to ribbons.



SABER SPIDER LORE

The following information about saber spiders can be obtained with a successful Nature check.

DC 20: This enormous spider's beauty is matched by its deadliness. Its abdomen is covered in a heavy chitinous shell covered with bright emerald green and black patterns. These voracious predators nest high in the forest canopy of the Gamulganjus Forest on Termana. A saber spider gets its name from its four front legs, each of which ends in a razor-sharp blade. It uses these blades both to scale trees and to inflict fearsome damage in melee.

DC 25: Saber spider territory is often marked by deep gashes in the sides of tree trunks where the spiders have climbed to their treetop summits.

DC 30: Saber spiders build vast web umbrellas across the upper branches of several huge trees, large tent-like structures that often contain multiple spiders and their queen. These enormous layers of web are dotted with egg sacks and the remains of past meals; they are camouflaged with vegetation, making them hard to spot even from the ground below.

ENCOUNTER GROUPS

Saber spiders normally dwell only in nests of their own kind, but powerful creatures such as narleths can sometimes befriend them.

Level 17 Encounter (XP 8,400)

- 5 saber spiders (level 15 soldier)
- 1 saber spider queen (level 19 controller)

PATIENT DOOMSPIDER

Patient Doomspider		Level 27 Elite Lurker
Gargantuan natural beast (spider)		XP 22,000
Initiative +20 Senses Perception +20; tremorsense 12		
HP 384; Bloodied 192		
AC 43; Fortitude 43, Reflex 40, Will 38		
Saving Throws +2		
Speed 8		
Action Points 1		
⊕ Bite (standard; at-will) • Poison Reach 3; +32 vs. AC; 4d6+8 damage, and the target takes ongoing 20 poison damage (save ends) and is stunned until the end of the patient doomspider's next turn.		
⊕ Claw (standard; at-will) Reach 4; +32 vs. AC; 4d8+8 damage (crit 4d8+40).		
⊕ Double Attack (standard; recharge ⓂⓂ) The patient doomspider makes two claw attacks.		
Slam (immediate reaction, when an enemy moves into position to flank the doomspider; at-will) The patient doomspider targets one creature flanking it: +30 vs. Reflex; 2d6+8 damage, and the target is pushed 3 squares and knocked prone.		
Alignment Unaligned		Languages –
Skills Stealth +21		
Str 26 (+21)	Dex 17 (+16)	Wis 15 (+15)
Con 24 (+20)	Int 1 (+11)	Cha 8 (+12)



Patient Doomspider Tactics

In stark contrast to its painstakingly deliberate method of travel, the patient doomspider transforms into a lightning-fast killer when it finally attacks. It uses its huge, razor-sharp forelegs to impale its targets, while using its poison to cripple any foe that poses a significant threat.

PATIENT DOOMSPIDER LORE

The following information about the patient doomspider can be obtained with a successful Nature check.

DC 20: Natives of the Yellow Jungle have circulated stories of the patient doom for centuries, telling and retelling the same horrific tales of gigantic arachnids that disguise themselves as trees, waiting days at a time before springing to life and devouring entire villages. Said to be creations of Gaurak the Glutton, these creatures reflect their creator's boundless hunger. Though the particulars of these stories vary from tribe to tribe and shaman to shaman, there is an underlying truth to the legend of the patient doomspider: Fortunately, only a few of the gigantic spiders are thought to exist.

DC 25: No living creature has a more fitting name than the "patient doom," for it may take several days or even weeks for the spider to make its way laboriously through the jungle, sometimes traveling for only an hour or two every night.

A patient doom prefers to approach the edge of a jungle village slowly and quietly, waiting until a moonless night and then bursting into furious action, poisoning and draining the fluids from every inhabitant. Because its carapace almost flawlessly duplicates the color and texture of the jungle (to the extent of being covered with dirt, detritus, and small plants), the inhabitants of a village rarely have more than a moment's notice before they are attacked.

Patient doomspiders spend most of their time in the Yellow Jungle basin, spending many months or even years between attacks, but they rarely pass up an opportunity to attack creatures unfortunate enough to stumble upon them in the meantime.

DC 30: For at least several weeks after feeding, the patient doom lies in torpor, almost perfectly still and virtually indistinguishable from the surrounding terrain. The bulk of its body is buried into the soil and its legs rise into the canopy above, entwined together at first to simulate a gnarled trunk and sprawling out near the top to emulate wide-reaching, leafless branches. Quick-growing jungle plants, mosses, and vines cover the patient doom, further enhancing its disguise. In addition, tropical birds often find the time to build nests amid the creature's "branches," occasionally returning from a day of gathering food a bit confused to find their home several yards from where they left it.

ENCOUNTER GROUPS

It is extremely unlikely that a patient doomspider would be encountered in the company of other beings unless those creatures have some magical means of appeasing the gargantuan beast.

Level 27 Encounter (XP 55,000)

- 2 25th-level dark elf rogues* (level 25 skirmisher)
- 1 patient doomspider (level 27 elite lurker)
- 1 30th-level dark elf ranger* (level 30 artillery)

* Stats for the dark elf NPCs are found in Appendix Two of this book.

TOTEM

THESE SHAMANISTIC DOLLS are constructed from bundles of twigs and other natural materials, fully animated through an unknown ritual. While generally of flimsy construction, they can be dangerous opponents.

Totem of Hate		Level 1 Lurker
Tiny natural animate (construct)		XP 100
Initiative +7	Senses Perception -1; darkvision	
HP 27; Bloodied 13		
AC 15; Fortitude 13, Reflex 14, Will 11		
Regeneration 3 (if the totem takes acid or fire damage, regeneration doesn't function on its next turn)		
Speed 5, climb 5		
⬇ Claw of Hate (standard; at-will) • Necrotic +6 vs. AC; 1d6+3 necrotic damage.		
Combat Advantage The totem of hate deals an extra 1d6 damage to any target it has combat advantage against.		
Camouflage (move; at-will) The totem of hate can move its speed and make a Stealth check. It does not suffer the normal penalty for movement on this check.		
Alignment Chaotic evil	Languages –	
Skills Stealth +8		
Str 8 (-1)	Dex 16 (+3)	Wis 8 (-1)
Con 15 (+2)	Int 3 (-4)	Cha 3 (-4)

Totem of Hate Tactics

Totems of hate rarely initiate combat unless so ordered by their master. Instead, it remains hidden until an opponent is close enough to be attacked.

Totem of Pain		Level 1 Artillery
Tiny natural animate (construct)		XP 100
Initiative +2	Senses Perception -1; darkvision	
HP 24; Bloodied 12		
AC 13; Fortitude 12, Reflex 14, Will 11		
Regeneration 2 (if the totem takes acid or fire damage, regeneration doesn't function on its next turn)		
Speed 5, climb 5		
⬇ Claw (standard; at-will) • Necrotic +8 vs. AC; 1d4+2 necrotic damage.		
⚡ Pain Bolt (standard; at-will) • Necrotic Ranged 10; +8 vs. AC; 1d6+2 necrotic damage.		
⚡ Agonizing Bolt (standard; at-will) • Necrotic Ranged 10; +6 vs. Fortitude; 2d6+2 necrotic damage, and the target is weakened (save ends).		
Alignment Chaotic evil	Languages –	
Str 6 (-2)	Dex 15 (+2)	Wis 8 (-1)
Con 12 (+1)	Int 3 (-4)	Cha 3 (-4)

Totem of Pain Tactics

Totems of pain never close to melee range, instead remaining at a distance to support their allies and masters with *pain bolt* and *agonizing bolt*.

Totem of Rage		Level 1 Elite Brute
Small natural animate (construct)		XP 200
Initiative +2	Senses Perception -1; darkvision	
HP 72; Bloodied 36; see also <i>berserk attack</i>		
AC 15; Fortitude 15, Reflex 15, Will 11		
Regeneration 5 (if the totem takes acid or fire damage, regeneration doesn't function on its next turn)		
Saving Throws +2		
Speed 6, climb 6		
Action Points 1		
⬇ Claw (standard; at-will) +4 vs. AC; 1d8+2 damage.		
⬇ Double Attack (standard; at-will) The totem of rage makes two claw attacks.		
Vengeful Rage The totem of rage gains a +2 bonus to attack rolls against any creature that has successfully hit it during the current encounter.		
Berserk Attack (immediate reaction, when damaged by an attack while bloodied; at-will) The totem of rage makes a claw attack against a random adjacent target.		
Alignment Chaotic evil	Languages –	
Skills Athletics +5		
Str 11 (+0)	Dex 15 (+2)	Wis 8 (-1)
Con 16 (+3)	Int 3 (-4)	Cha 3 (-4)

Totem of Rage Tactics

A totem of rage is a vicious, fearless combatant, slashing without pause at those it considers enemies.

TOTEM LORE

The following information about totems can be obtained with a successful Arcana check.

DC 15: These animate totems each bear a tiny rune upon its forehead, most often one sacred to one of the fallen titans. They are created by high gorgons and others who worship the Queen of Witches, and most commonly stand in defense of the Hornsaw Forest.

DC 20: Some totems' camouflage allows them to be virtually invisible in the wild; others have the ability to discharge a variety of magical attacks or to slash victims with wickedly sharp, oversized claws.

ENCOUNTER GROUPS

Totems can be found in the company of any number of titanspawn masters, but are sometimes set as guardians in secluded areas their master wish to keep secret. They are at their most effective when set in mixed groups of totems.

Level 1 Encounter (XP 600)

- 2 totems of pain (level 1 artillery) • 3 tattooed corpses (level 3 soldier)

Level 5 Encounter (XP 1,025)

- 3 totems of hate (level 1 lurker) • 2 totems of rage (level 1 elite brute)
- 2 human guards (level 3 soldier) • 1 human mage (level 4 artillery)



(Left to right):
Totems of hate, pain
and rage.

TROGODON

THE TROGODON IS A BIZARRE COMBINATION of reptile and crocodile; these huge, fierce creatures infest the swamps of Kan Thet. Stupid and savage, most trogodons do little more than swim in the dank waters, hunt for food, and attack anything that moves nearby.

TROGODON LORE

The following information about trogodons can be obtained with a successful Nature check.

DC 20: Rare intelligent trogodons lead the race's rudimentary culture. These "trogodon slaughterers" make formidable foes, since they add reasoning and cunning to their physical power and durability. Slaughterers enjoy taking their less intelligent followers on raids against other civilizations, even recruiting normal crocodiles in attacks.

DC 25: The trogodons once made asaatthi targets of their raids, but the serpentfolk displayed ruthless effectiveness in avenging themselves against such acts. Now, asaatthi lend their martial expertise to develop simple tactics for trogodon raids; asaatthi seldom take active part in the attacks themselves, however, since trogodons do not take direction well in the thick of battle.

Trogodon Shredder

Level 7 Brute

Large natural humanoid (reptile)

XP 300

Initiative +4 **Senses** Perception +3; low-light vision

HP 96; **Bloodied** 48

AC 20; **Fortitude** 20, **Reflex** 18, **Will** 16

Regeneration 5 (if the trogodon shredder takes acid or fire damage, regeneration doesn't function on its next turn)

Speed 8, swim 6

⬇ **Bite** (standard; at-will)

Reach 2; +10 vs. AC; 2d8+4 damage, and the target is grabbed (until escape). The trogodon shredder cannot make bite attacks while grabbing a creature, but it can use clamping jaws.

⬇ **Clamping Jaws** (standard; at-will)

Grabbed target only. +10 vs. Reflex; 2d8+4 damage. *Miss:* Half damage.

Blood Thirst

A trogodon deals an extra 1d6 damage against bloodied enemies.

⬇ **Tail Slap** (immediate reaction, when missed by a melee attack; at-will)

Reach 2; +8 vs. Reflex; 1d10+4 damage, and the target is knocked prone.

Alignment Evil

Languages Draconic

Skills Athletics +12

Str 19 (+7)

Dex 13 (+4)

Wis 11 (+3)

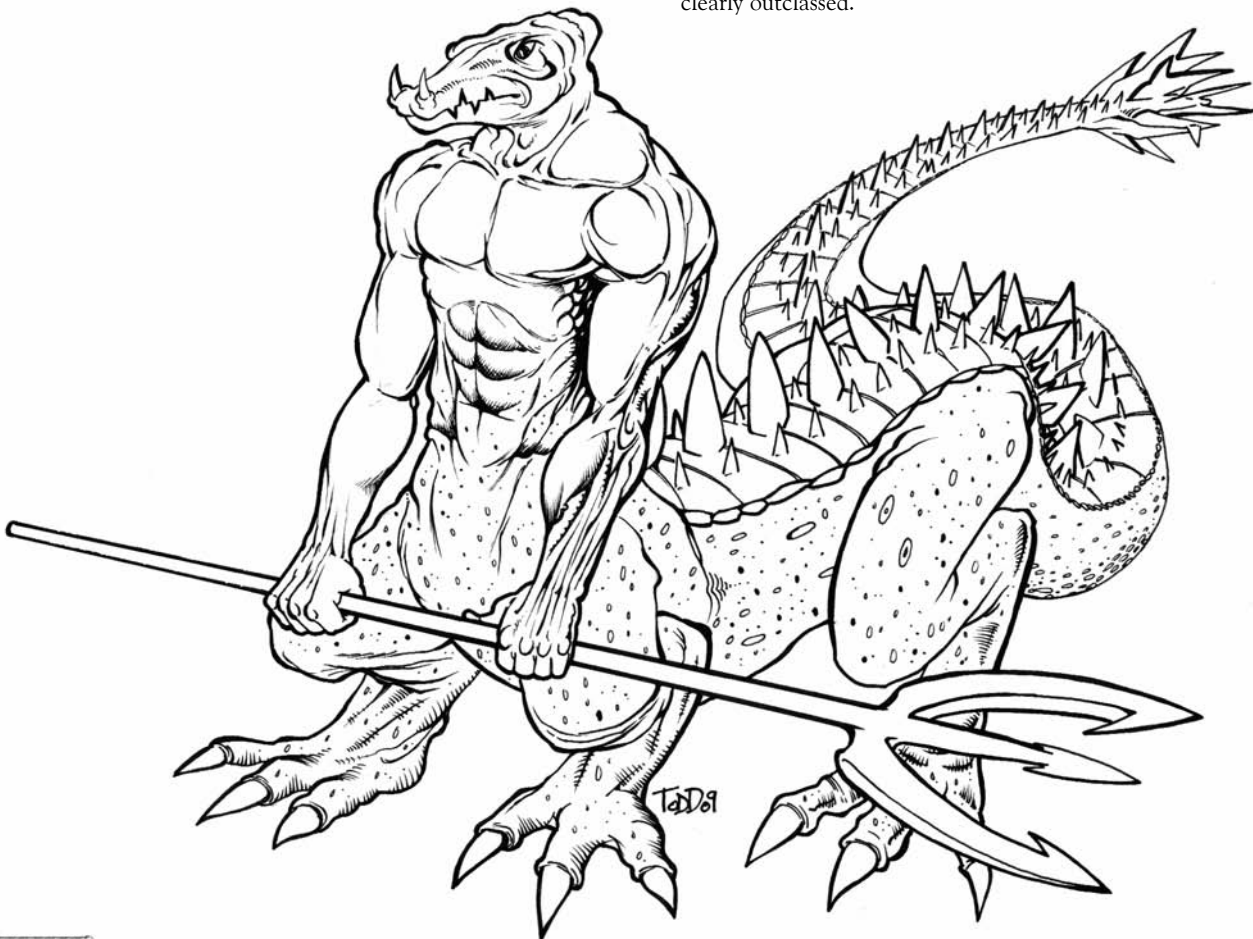
Con 16 (+7)

Int 4 (+0)

Cha 10 (+3)

Trogodon Shredder Tactics

A trogodon shredder knows little of tactics. It has a degree of cunning, though, surging forth from dank pools of swamp water to seize unsuspecting prey. If a trogodon suffers a significant amount of damage early in a fight, it flees to safety; otherwise, its blood lust overwhelms it, and the trogodon battles to the death unless clearly outclassed.



Trogon Warmonger		Level 9 Soldier	
Large natural humanoid (reptile)		XP 400	
Initiative +8	Senses Perception +5; low-light vision		
HP 98; Bloodied 49			
AC 25; Fortitude 23, Reflex 20, Will 20			
Regeneration 5 (if the trogon warmonger takes acid or fire damage, regeneration doesn't function on its next turn)			
Speed 8, swim 6			
⬇ Bite (standard; at-will) +15 vs. AC; 2d8+5 damage, and ongoing 5 damage (save ends).			
⬇ Trident (standard; at-will) • Weapon Reach 2; +15 vs. AC; 1d10+5 damage, and the target is marked until the end of the trogon warmonger's next turn.			
Blood Thirst A trogon deals an extra 1d6 damage against bloodied enemies.			
Tail Slap (immediate reaction, when missed by a melee attack; at-will) Reach 2; +13 vs. Reflex; 1d10+5 damage, and the target is pushed 1 square and knocked prone.			
Alignment Evil		Languages Draconic	
Skills Athletics +14, Nature +10			
Str 20 (+9)	Dex 15 (+6)	Wis 13 (+5)	
Con 18 (+8)	Int 7 (+2)	Cha 14 (+6)	
Equipment trident			

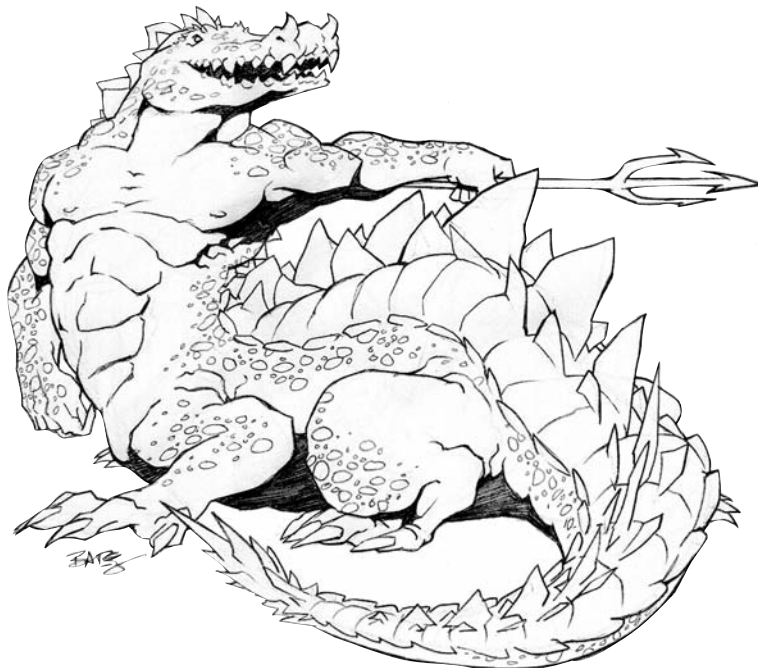
Trogon Warmonger Tactics

A trogon warmonger is considerably more cunning than a trogon shredder, though it tends to use similar tactics □ why change something that works? However, a warmonger is also much more clearly aware of its own mortality, and it prefers to flee and fight another day than to throw its life away in a difficult battle.

Trogon Slaughterer		Level 11 Controller (Leader)	
Huge natural humanoid (reptile)		XP 600	
Initiative +8	Senses Perception +7; low-light vision		
Bloodletter's Boon aura 10; allies in the aura gain a +2 bonus on attack rolls against bloodied enemies			
HP 118; Bloodied 59			
AC 25; Fortitude 23, Reflex 20, Will 20			
Regeneration 10 (if the trogon slaughterer takes acid or fire damage, regeneration doesn't function on its next turn)			
Speed 8, swim 6			
⬇ Bite (standard; at-will) Reach 2; +16 vs. AC; 1d10+5 damage, and ongoing 5 damage (save ends).			
⬇ Trident (standard; at-will) • Weapon Reach 3; +16 vs. AC; 1d12+7 damage.			
⬇ Skewer (standard; at-will) • Weapon Requires trident; reach 3; +15 vs. Reflex; 1d12+7 damage, and the target is immobilized and dazed until the end of the trogon slaughterer's next turn.			
Blood Thirst A trogon deals an extra 1d6 damage against bloodied enemies.			
Tail Slap (immediate reaction, when missed by a melee attack; at-will) Reach 3; +15 vs. Reflex; 1d12+7 damage, and the target slides 1 square and is knocked prone.			
Alignment Evil		Languages Common, Draconic	
Skills Athletics +17, Nature +14			
Str 24 (+12)	Dex 16 (+8)	Wis 15 (+7)	
Con 22 (+11)	Int 9 (+4)	Cha 19 (+9)	
Equipment trident			

Trogon Slaughterer Tactics

The trogon slaughterer rules other trogons more by intelligence than by might; of course, it is more than willing to knock its followers into line if it must. In combat, other trogons always obey a slaughterer's commands, but they do not guard the slaughterer, for to do so would be a grave insult to their leader's prowess.



Trogon Juggernaut		Level 16 Brute
Huge natural humanoid (reptile)		XP 1,400
Initiative +12 Senses Perception +11; low-light vision		
HP 194; Bloodied 97		
AC 28; Fortitude 29, Reflex 27, Will 27		
Regeneration 10 (if the trogon juggernaut takes acid or fire damage, regeneration doesn't function on its next turn)		
Speed 8, swim 6		
⊕ Bite (standard; at-will) Reach 3; +19 vs. AC; 3d8+7 damage, and the target is grabbed (until escape). The trogon juggernaut cannot make bite attacks while grabbing a creature, but it can use clamping jaws.		
⊕ Clamping Jaws (standard; at-will) Grabbed target only. +19 vs. Reflex; 3d8+7 damage. <i>Miss:</i> Half damage.		
Blood Thirst A trogon juggernaut deals an extra 2d6 damage against bloodied enemies.		
Tail Slap (immediate reaction, when missed by a melee attack; at-will) Reach 3; +17 vs. Reflex; 1d12+7 damage, and the target is pushed 2 squares and knocked prone.		
Alignment Evil		Languages Draconic
Skills Athletics +20		
Str 25 (+15)	Dex 19 (+12)	Wis 17 (+11)
Con 24 (+15)	Int 8 (+7)	Cha 20 (+13)

Trogon Juggernaut Tactics

The trogon juggernaut is the pinnacle of trogon combat tactics: It knows little more than to charge an enemy, seizing it in its *clamping jaws* and tearing the victim until it stops twitching. In battle, it cannot be controlled or contained, for it lives only for the blood of as many enemies as it can reach.

ENCOUNTER GROUPS

Trogons are most often encountered among their own kind; they often keep monstrous crocodiles as guards and attack beasts. Powerful asaathi clans are known to use trogons to guard the marshes around their few remaining cities.

Level 9 Encounter (XP 2,000)

- 4 trogon shredders (level 7 brute)
- 1 trogon slaughterer (level 11 controller)

Level 10 Encounter (XP 2,800)

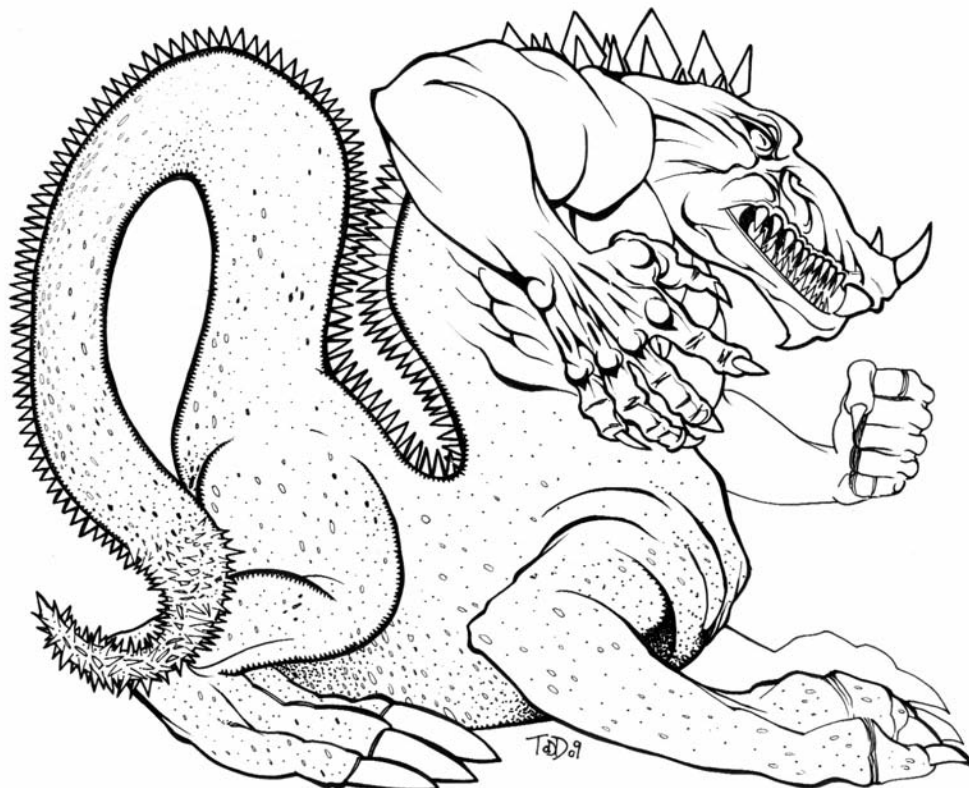
- 3 trogon warmongers (level 9 soldier)
- 2 trogon slaughterers (level 11 controller)

Level 11 Encounter (XP 3,100)

- 2 rumpers (level 8 brute)
- 2 trogon warmongers (level 9 soldier)
- 2 trogon slaughterers (level 11 controller)

Level 13 Encounter (XP 4,000)

- 2 feymire crocodiles (level 10 elite soldier)
- 2 trogon slaughterers (level 11 controller)
- 1 trogon juggernaut (level 16 brute)



TROLL

TROLLS OF THE COMMON SORT APPEAR IN THE SCARRED LANDS in far too frequent numbers, but there are other sorts of trolls as well, such as those described here.

STEPPE TROLL STEPPE TROLL LORE

The following information about steppe trolls can be obtained with a successful Nature check.

DC 20: Steppe trolls are a distant offshoot of the more common troll, a more advanced breed who have somehow managed to thrive on the harsh, windswept steppes of eastern Termana. As many as two dozen nomadic tribes are thought to make their way on annual treks across the grasslands, driving herds of horses and oxen and living fairly peaceful lives, interspersed with occasional raids for livestock and other foodstuffs.

Sometimes young warriors of both sexes leave their tribes on quests mandated by a tribal shaman, unable to return until they fulfill a great deed required by their gods. Hunters have been known to use powerful composite bows with broad iron arrowheads, although steppe troll culture frowns on using such weapons in combat; they prefer to fight their enemies face-to-face.

DC 25: These steppe tribes are suspicious of any outsiders, but are honorable in their dealings and willingly trade with travelers passing through their territory. Their patience with the humans passing through the steppes, however, has diminished in recent times.

Members of the steppe tribes tattoo their bodies with ritual marks, signifying great deeds accomplished and events witnesses in their lives. Steppe trolls take the heads of mighty warriors they have defeated in battle, incorporating them into their armor or making them into drinking goblets or saddle ornaments.

Troll-horses are a prized breed, famous for their great size and strength, and a worthy specimen can fetch a king's ransom in the markets of civilized lands.

Steppe Troll	Level 11 Brute
Large natural humanoid	XP 600
Initiative +6	Senses Perception +6
HP 140; Bloodied 70; see also <i>rapid healing</i>	
AC 24; Fortitude 25, Reflex 21, Will 21	
Regeneration 10 (if the troll takes acid or fire damage, regeneration doesn't function on its next turn)	
Speed 8	
⊕ Claw (standard; at-will) Reach 2; +14 vs. AC; 2d6+7 damage.	
⊕ Maul (standard; at-will) • Weapon Reach 2; +14 vs. AC; 2d8+7 damage.	
Rapid Healing • Healing If the steppe troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 15 hit points.	
Alignment Evil	Languages Common, Giant
Skills Athletics +17, Endurance +15	
Str 24 (+12)	Dex 13 (+6) Wis 13 (+6)
Con 20 (+10)	Int 8 (+4) Cha 11 (+5)
Equipment leather armor, maul	

Steppe Trolls Tactics

Steppe trolls prefer to ride into battle on their massive horses, though they usually dismount so they can crush foes on foot using their heavy war mauls.

Steppe Troll Chieftain	Level 16 Brute (Leader)
Large natural humanoid	XP 1,400
Initiative +11	Senses Perception +11
HP 192; Bloodied 96; see also <i>rapid healing</i>	
AC 28; Fortitude 29, Reflex 27, Will 27	
Regeneration 10 (if the troll takes acid or fire damage, regeneration doesn't function on its next turn)	
Speed 8	
⊕ Claw (standard; at-will) Reach 2; +19 vs. AC; 2d6+7 damage.	
⊕ Maul (standard; at-will) • Weapon Reach 2; +19 vs. AC; 2d8+7 damage.	
⊕ Punishing Smash (standard; at-will) • Weapon Requires maul; reach 2; +17 vs. Fortitude; 4d8+7 damage, and the target is dazed (save ends).	
Threatening Reach The steppe troll chieftain can make opportunity attacks against all enemies within its reach (2 squares).	
Rapid Healing • Healing If the steppe troll chieftain is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 15 hit points.	
Battle Frenzy (immediate reaction, when an enemy in line of sight becomes bloodied; at-will) Ranged 10; one ally within reach of the bloodied enemy makes a melee basic attack.	
Alignment Evil	Languages Common, Giant
Skills Athletics +20, Endurance +19	
Str 25 (+15)	Dex 16 (+11) Wis 16 (+11)
Con 22 (+14)	Int 11 (+8) Cha 15 (+10)
Equipment leather armor, maul	

Steppe Troll Chieftain Tactics

A steppe troll chieftain prefers to lead his warriors from the front line, laying about with his massive maul; the chieftain's *punishing smash* and *threatening reach* make him a deadly adversary.



ENCOUNTER GROUPS

Steppe trolls are very social, unlike common trolls, and often form alliances with other humanoids. They are also surprisingly adept at catching and training animals such as their great steppe horses, as well as worgs and other fell beasts.

Level 11 Encounter (XP 3,200)

- 2 oni mages (level 10 elite lurker)
- 2 steppe trolls (level 11 brute)

Level 13 Encounter (XP 4,000)

- 2 worgs (level 9 brute)
- 3 steppe trolls (level 11 brute)
- 1 steppe troll chieftain (level 16 brute)

GAURAK TROLL

Gaurak Troll	Level 20 Brute
Huge natural humanoid	XP 2,800
Initiative +11	Senses Perception +11
HP 236; Bloodied 118; see also <i>rapid healing</i>	
AC 33; Fortitude 34, Reflex 30, Will 30	
Regeneration 15 (if the troll takes acid or fire damage, regeneration doesn't function on its next turn)	
Speed 8	
⬇ Claw (standard; at-will) Reach 3; +23 vs. AC; 2d8+8 damage, and the target is pushed 1 square.	
⬇ Rending Swipe (standard; at-will) Reach 3; +21 vs. Fortitude; 3d8+8 damage, and the target is pushed 2 squares and takes ongoing 10 damage (save ends).	
Rapid Healing • Healing If the Gaurak troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 20 hit points.	
Alignment Evil	Languages Common, Giant
Skills Athletics +23, Endurance +23	
Str 26 (+18)	Dex 12 (+11) Wis 12 (+11)
Con 26 (+18)	Int 5 (+7) Cha 11 (+10)

Gaurak Troll Tactics

Gaurak trolls attack anything they believe they can eat, entirely without regard for tactics or survival. A troll simply rushes forward to finish off the victim with its dagger-like claws. Gaurak trolls refuse to retreat from a battle, no matter how grave their injuries — they kill and eat their prey or die trying.

GAURAK TROLL LORE

The following information about Gaurak trolls can be obtained with a successful Nature check.

DC 20: Legends say that in the years after the gods buried Gaurak the Gluttonous deep within the bowels of the earth, a pack of hungry trolls stumbled upon the titan's little finger, jutting up into a narrow cavern miles below the ground. The voracious monsters gorged themselves on the titan's flesh, and as they did their bodies were warped by Gaurak's power, causing them to swell in size, strength, and appetite. Once they gnawed the finger down to the bone they hunted through the caverns, seeking anything to quell the incessant ache in their bellies. Before long, they were driven to the surface in search of food, and since then the Gaurak



trolls have spread like a plague, killing and eating everything in sight.

DC 25: Gaurak trolls roam the countryside by night, hunting in packs and devouring anything that crosses their path. Whatever self-awareness these creatures once possessed has been worn away by their incessant hunger, driving them to attack even large, fortified settlements in search of sustenance.

Because of their boldness and physical power, Gaurak trolls are sometimes accompanied by a number of lesser trolls, hoping for easy pickings in the wake of the giant trolls' depredations; more often than not, though, such opportunists are themselves eaten when food is scarce, for the Gaurak trolls turn upon even one another when their hunger overwhelms them.

ENCOUNTER GROUPS

Gaurak trolls sometimes ally with other powerful titanspawn, but only if their associates can either rule by fear (especially easy for those with fire powers) or offer guaranteed food for the trolls' insatiable appetites.

Level 17 Encounter (XP 8,400)

- 1 storm hag matron (level 16 elite artillery)
- 2 Gaurak trolls (level 20 brute)

Level 21 Encounter (XP 17,650)

- 3 Gaurak trolls (level 20 brute)
- 1 efreet fireblade (level 22 soldier)
- 1 efreet cinderlord (level 23 artillery)

UNHALLOWED

THESE TORMENTED SPIRITS, called the Unhallowed because of their abandonment by the gods, are very powerful undead creatures whose influence can bring ruin not just to individuals, but to entire kingdoms. These creatures often worm their way into the ruling families of a land, spreading their corruption like a cancer until the entire kingdom is plunged into years of horror and despair.

UNHALLOWED LORE

The following information about the Unhallowed can be obtained with a successful Religion check.

DC 20: Sometimes, perhaps once in a hundred years, a child is born bearing signs that he or she is beloved of the gods. She may be stronger, smarter, swifter, or more beautiful than any other child. Above all, she is gifted with abundant blessings and is clearly destined for greatness in the fullness of time. These souls go on to become mighty warriors, legendary paramours, golden-hearted scoundrels, or righteous holy men, meant to share their talents with those in need. It is a fundamental truth of the universe that the gods expect much of those to whom they give the greatest gifts.

Sometimes that trust is betrayed. With a single act, a blessed individual turns her back on sacred pacts and heeds instead the call of self-interest. Usually, once this hero loses her way, using her mighty skills to indulge her dark desires, there is no turning back: Such a violation of sacred trust earns the eternal enmity of the gods. When such a fallen soul reaches the end of her life, nothing but an eternity of torment awaits her.

DC 30: Stories and accusations abound regarding the Unhallowed among the ranks of the living in the Scarred Lands. Perhaps the most persuasive case made is for Tankaras the Tortured, once the leader of the pirates of Bloodport; another oft-told rumor relates that King Virduk himself was an Unhallowed. And of course there are always accusations, unfounded or not, that one of the clerics of Vesh or the paladins of Mithril has fallen from the true path of Corean.



FAITHLESS KNIGHT FAITHLESS KNIGHT LORE

The following information about faithless knights can be obtained with a successful Religion check.

DC 20: The faithless knight appears as a hideous, near-skeletal corpse, its skin gleaming an unholy greenish-white. It wears armor and clothes that were once of the finest quality, now rotted and pitted by years of pitiless campaigning.

The faithless knight was once a bold and noble warrior who, in a moment of rashness or passion, committed an act of terrible cowardice or dishonor so great that it violated the most essential tenets of his deity's faith. Now the deathless blackguard travels the world spreading terror and pain, drowning innocent kingdoms in blood and leading young knights to their doom.

These dark warriors plague the living in many ways, some leading huge war bands of evil creatures on crusades of conquest, others operating alone, bringing whole kingdoms to ruin by corrupting knights and slaughtering the rest on the battlefield.

Unhallowed Knight	Level 10 Brute	
Medium natural animate (undead)	XP 500	
Initiative +8	Senses Perception +6; darkvision	
Fear Aura (Fear) aura 3; enemies within the aura suffer a –1 penalty to attack rolls		
HP 126; Bloodied 63		
AC 23; Fortitude 23, Reflex 21, Will 20		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
⬇ Greatsword (standard; at-will) • Necrotic, Weapon +13 vs. AC; 1d10+4 damage plus 1d10 necrotic damage.		
⬆ Balesword (standard; at-will) • Healing, Necrotic, Weapon +11 vs. Fortitude; 2d10+4 necrotic damage, and the unhallowed knight heals 15 hit points.		
Alignment Evil	Languages Common	
Skills Athletics +14, Intimidate +11, Stealth +13		
Str 18 (+9)	Dex 16 (+8)	Wis 12 (+6)
Con 16 (+8)	Int 10 (+5)	Cha 13 (+6)
Equipment scale armor, greatsword		

Unhallowed Knight Tactics

An Unhallowed knight depends on its fear aura for defense while it hacks tirelessly with its *balesword*. It offers no quarter, nor does it expect any.

Unhallowed Champion Level 17 Elite Soldier		
Medium natural animate (undead)		XP 3,200
Initiative +15	Senses Perception +9; darkvision	
Fear Aura (Fear) aura 5; enemies within the aura suffer a –2 penalty to attack rolls		
HP 330; Bloodied 165; see also <i>deadly zeal</i>		
AC 35; Fortitude 31, Reflex 30, Will 30		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Saving Throws +2		
Speed 7		
Action Points 1		
⚔ Greatsword (standard; at-will) • Necrotic, Weapon +24 vs. AC; 1d10+5 damage plus 1d10 necrotic damage, and the target is marked until the end of the unhallowed champion's next turn.		
🏹 Longbow (standard; at-will) • Weapon Ranged 20/40; +24 vs. AC; 1d10+5 damage.		
⚔ Balesword (standard; recharge ⏳) • Healing, Necrotic, Weapon +22 vs. Fortitude; 2d10+5 necrotic damage, and the unhallowed champion heals 20 hit points.		
Deadly Zeal While the unhallowed champion is bloodied, it gains a +2 bonus to melee attack rolls and deals an extra 5 damage with its melee attacks.		
Alignment Evil	Languages Common	
Skills Athletics +18, Intimidate +17, Stealth +18		
Str 20 (+13)	Dex 21 (+13)	Wis 12 (+9)
Con 21 (+13)	Int 12 (+9)	Cha 18 (+12)
Equipment plate armor, greatsword, longbow, quiver and 12 arrows		

Unhallowed Champion Tactics

With its fearsome powers and terrible weapons, the Unhallowed champion is a veritable engine of destruction, scything with its *balesword* through ranks of common mortal warriors like so much ripe wheat; if anything, it is even deadlier when bloodied dues to its *deadly zeal*. The champion is utterly ruthless and dishonorable, thinking nothing of murdering an unarmed or helpless foe or of using a hostage as a shield.

ENCOUNTER GROUPS

The knight usually rides a great black warhorse, caparisoned in barding that matches the knight's armor; in some cases, the knight has a bloodmare or a similar magical steed. A particularly mighty faithless knight may also have a pack of hellhounds, blight wolves, or similarly evil beasts at his beck and call.

Level 9 Encounter (XP 2,300)

- 3 unhallowed knights (level 10 brute)
- 1 unhallowed priest (level 13 controller)

Level 14 Encounter (XP 5,000)

- 2 unhallowed knights (level 10 brute)
- 1 nightmare (level 13 skirmisher)
- 1 unhallowed champion (level 17 elite soldier)

FORSAKEN PRIEST

Unhallowed Priest Level 13 Controller (Leader)		
Medium natural animate (undead)		XP 800
Initiative +7	Senses Perception +12; darkvision	
Unholy Aura aura 10; allies within the aura (including the unhallowed priest) gain a +2 bonus to saving throws; enemies within the aura suffer a –1 penalty to saving throws		
HP 128; Bloodied 64		
AC 27; Fortitude 24, Reflex 24, Will 27		
Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant		
Speed 6		
⚔ Mace (standard; at-will) • Necrotic, Weapon +18 vs. AC; 1d8+1 damage plus 1d8 necrotic damage.		
⚔ Sweet Lies (standard; recharge ⏳) • Charm +17 vs. Will; the target is dominated (save ends). <i>Aftereffect:</i> The target is dazed (save ends).		
🏹 Profane Stare (minor; recharge ⏳) • Gaze, Necrotic Ranged 10; +17 vs. Fortitude; 1d6+6 necrotic damage, plus ongoing 5 necrotic damage and the target is dazed (save ends both).		
Pleasant Form (minor; at-will) • Illusion An unhallowed priest can cloak itself with an illusion to appear as a relatively attractive specimen of any Medium humanoid race.		
Alignment Evil	Languages Common	
Skills Arcana +14, Bluff +17, Diplomacy +17, Insight +17, Religion +14		
Str 13 (+7)	Dex 12 (+7)	Wis 22 (+12)
Con 16 (+9)	Int 16 (+9)	Cha 22 (+12)
Equipment chainmail, mace, unholy symbol		

Unhallowed Priest Tactics

The Unhallowed priest relies on others to do her dirty work, using *sweet lies* and *profane stare* to neutralize any immediate threats that her followers and minions cannot handle.

FORSAKEN PRIEST LORE

The following information about forsaken priests can be obtained with a successful Religion check.

DC 20: There is no greater crime in the eyes of the gods than that committed when a servant of some holy sect forsakes her vows and uses her influence to lead innocent members of the faith down paths of corruption and iniquity. The forsaken priest is a creature who has betrayed the highest offices of her god and, since that time, has been a force for evil and temptation.

DC 25: Like many of the Unhallowed, the forsaken priest can cloak her true nature behind pleasant-seeming illusions, worming her way into the trust of rulers and true holy men, slowly subverting them to her twisted purposes, whatever those may be. She drives those in power to abuse their followers and to perform acts of brutality and greed, sowing the seeds of war, rapine, and famine everywhere she goes.

These creatures appear to the uninitiated as grand, dignified men and women whose wisdom is vast and beyond reproach. They are always eager to lend an ear or to offer advice, filling their victims' minds with honeyed words that turn to poison in the fullness of time. The forsaken priest surrounds herself with fanatical acolytes and supporters who defend her with their lives. If an opponent is willing to cut his way through a barricade of innocent people, he must still contend with the cleric's fearsome powers.

ENCOUNTER GROUPS

A forsaken priest is almost always surrounded by people she has deceived and manipulated, making the prospect of defeating her quite precarious — for what virtuous hero could justify the slaughter of innocent dupes, even if in doing so he might vanquish the evil behind them?

Level 12 Encounter (XP 3,700)

- 8 human lackeys (level 7 minion)
- 3 10th-level paladins* (level 10 soldier)
- 1 unhallowed priest [cleric template] (level 13 elite controller)

TREACHEROUS THIEF

Unhallowed Thief		Level 14 Lurker
Medium natural animate (undead)		XP 1,000
Initiative +18	Senses Perception +12; darkvision	
HP 106; Bloodied 53		
AC 28; Fortitude 25, Reflex 28, Will 25		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8, climb 6 (spider climb)		
⚔ Short Sword (standard; at-will) • Necrotic, Weapon +19 vs. AC; 1d6+1 damage plus 1d6 necrotic damage.		
🏹 Hand Crossbow (standard; at-will) • Weapon Ranged 10/20; +19 vs. AC; 1d6+7 damage.		
⚔ Balesword (standard; recharge ⚡:⚡:⚡:⚡) • Healing, Necrotic, Weapon +17 vs. Reflex; 2d6+7 necrotic damage, and the unhallowed thief heals 13 hit points.		
Combat Advantage The unhallowed thief deals an extra 2d8 damage to any target it has combat advantage against.		
Pleasing Form (minor; at-will) • Illusion An unhallowed thief can cloak itself with an illusion to appear as a specimen of any Medium humanoid race.		
Nimble Escape (immediate reaction, when missed by a melee attack; encounter) The unhallowed thief shifts 4 squares.		
Alignment Evil	Languages Common	
Skills Acrobatics +19, Stealth +19, Streetwise +15, Thievery +19		
Str 14 (+9)	Dex 25 (+14)	Wis 10 (+7)
Con 16 (+10)	Int 19 (+11)	Cha 16 (+10)
Equipment cloth armor, short sword, hand crossbow, quiver and 20 bolts		

Unhallowed Thief Tactics

The treacherous thief is no warrior; if confronted, it flees or, better yet, uses gullible pawns to do the fighting for him. Then, when his foes are distracted, he fades into the background and delivers a devastating sneak attack in the confusion.

TREACHEROUS THIEF LORE

The following information about a treacherous thief can be obtained with a successful Religion check.

DC 20: The treacherous thief was cursed by the gods for betraying those who trusted him, all for the sake of nothing more than petty greed: He used his skills to steal from those who had almost nothing to call their own, simply for the joy of taking what did not belong to him. He murdered people for nothing more than a handful of coins. And now, in death, there is no treasure in the world great enough to buy his way out of damnation.

DC 25: The treacherous thief can disguise his hideous features with an illusion that allows him to take different faces at will. His powers of stealth and sleight of hand permit him to slip inside the best-guarded vaults or the most secure sanctums, getting away with whatever strikes his fancy. Unfortunately, to one who is years (or perhaps centuries) dead, wealth is nothing but a cruel joke; the thief now takes what pleasure he can by depriving others of precious heirlooms or holy artifacts, or turns brother against brother by stealing from one and placing the blame on the other. Or, worst of all, he wins the confidence of powerful nobles and corrupts them into a life of callous thievery as well.

ENCOUNTER GROUPS

Treacherous thieves are most likely to be encountered in the company of Unhallowed or other undead, although they sometimes use illusions to seem like living beings, the better to trick unwitting folk into doing their bidding.

Level 14 Encounter (XP 5,000)

- 1 dread reaper (level 13 elite brute)
- 2 unhallowed thieves (level 14 lurker)
- 1 15th-level soulless rogue* (level 15 elite skirmisher)

* See *Soulless* template in *Appendix One*; stats for the NPC rogue are found in *Appendix Two*.



UNICORN

UNICORNS OF THE STORIED VARIETY — those paragons of purity so intriguing to young maidens everywhere — are quite possibly extinct in the Scarred Lands. Those that remain are twisted parodies of those snowy, graceful beings.

Hornsaw Unicorn	Level 10 Elite Brute (Leader)	
Large fey magical beast	XP 1,000	
Initiative +7	Senses Perception +11; low-light vision	
Fey Fury aura 2; allies in the aura gain a +2 bonus to all attack rolls		
HP 256; Bloodied 128; see also <i>furios rage</i>		
AC 24; Fortitude 24, Reflex 22, Will 23		
Resist 10 poison		
Saving Throws +2		
Speed 8; see also <i>fey shift</i>		
Action Points 1		
⬇ Horn (standard; at-will) +13 vs. AC; 2d8+5 damage, and ongoing 5 damage (save ends).		
⬇ Piercing Charge (standard; at-will) The hornsaw unicorn makes a charge attack: +14 vs. AC; 3d8+5 damage, and the target is pushed 1 square and knocked prone.		
Furios Rage While bloodied, the hornsaw unicorn deals an extra 5 damage with its melee basic attack.		
Fey Shift (move; encounter) • Teleportation The unicorn teleports 5 squares.		
Horn Touch (minor; encounter) An adjacent ally makes a saving throw against one effect that a save can end, or the ally gains the benefit of the hornsaw unicorn's furios rage ability until the end of the encounter.		
Alignment Unaligned	Languages Elven	
Str 21 (+10)	Dex 14 (+7)	Wis 13 (+6)
Con 18 (+9)	Int 12 (+6)	Cha 17 (+8)

Hornsaw Unicorn Tactics

The Hornsaw unicorn prefers to engage interlopers with a *piercing charge* into the midst of its opponents, though it is canny enough not to do so against any group of foes that are aware of it and possess long spears that might be set to receive its charge.

HORNSAW UNICORN LORE

The following information about Hornsaw unicorns can be obtained with a successful Arcana check.

DC 15: The unicorns of Scarn have always been territorial creatures; the Hornsaw unicorn is simply more ferocious than a "normal" unicorn. It was one of these beasts, sighted not long after the Titanswar, that gave the Hornsaw Forest its new name, for nothing summed up the changes that forest had undergone better than the savage beasts its unicorns had become.

DC 20: Oddly enough, the Hornsaw unicorn is now apparently the "default" breed of unicorn throughout the Scarred Lands. According to sages, this change is probably due to breeding between the more common breed and Hornsaw unicorns that migrated outward. If so, it would stand to reason that what is now commonly called the Hornsaw unicorn is a mere half-breed — implying that there might still be "true" Hornsaw unicorns in the depths of the Hornsaw Forest that are even larger and more

vicious than these brutes.

DC 25: The Hornsaw unicorn is omnivorous; while it is usually content to graze, it will gladly scavenge corpses, including those of intruders who enter its domain. It rarely hunts, but it can be unrelentingly aggressive when defending its territory. These beasts, while savage, are also highly intelligent, and most have learned to understand a smattering several languages appropriate to their surroundings (though they cannot themselves speak).

ENCOUNTER GROUPS

Hornsaw unicorns are sometimes found as mated pairs, but most often live alone. Rangers of the Hornsaw Forest have been known to take unicorns as animal companions, and other fey creatures might befriend a lone unicorn, forming a bond of mutual friendship.

Level 9 Encounter (XP 2,050)

- 3 hamadryads (level 8 lurker)
- 1 Hornsaw unicorn (level 10 elite brute)

Level 13 Encounter (XP 4,400)

- 2 10th-level elf rangers* (level 10 artillery)
- 1 Hornsaw unicorn (level 10 elite brute)
- 1 15th-level elf fighter* [ranger template] (level 15 elite skirmisher)

* Stats for elf NPCs are found in Appendix Two. The ranger template can be found in the 4E D&D DUNGEON MASTER'S GUIDE.



VENGAURAK

VENGAURAK ARE MUCH LIKE MASSIVE, DEADLY INSECTS mutated by titanic essences. They relentlessly attack any being that tries to bar their way.

VENGAURAK LORE

The following information about vengaurak can be obtained with a successful Dungeoneering check.

DC 20: Vengaurak are burrowing insects that have been horribly transformed by the influence of Gaurak the Glutton. Grown monstrous in proportion and totally fearless, the vengaurak hunt anything they can sense, but they have a special hunger for those favored by the gods who cast Gaurak down (i.e., elves, eladrin, dwarves, and humans). They attack any being that tries to bar their way, however, Gaurak's hatred being mirrored in their warped instincts.

DC 25: Though not particularly intelligent, vengaurak are cunning hunters, using terrain and circumstance to best advantage. When moving into a new area, they burrow tunnels and then lie in ambush until they detect prey nearby. Waiting under the earth until their hunger spurs them on, the vengaurak are known to erupt into city streets, unerringly discovering and devouring any who choose to hide rather than flee.

Vengaurak Slasher		Level 11 Minion
Medium aberrant beast (blind)		XP 150
Initiative +7	Senses Perception +10; blindsight 10, tremorsense 10	
HP 1; a missed attack never damages a minion		
AC 23; Fortitude 23, Reflex 21, Will 20		
Immune gaze, illusion		
Speed 6, burrow 3		
⬇️ Claw (standard; at-will)		
+14 vs. AC; 6 damage.		
⬇️ Double Claw Slash (standard; encounter)		
The vengaurak slasher makes two claw attacks.		
Alignment Chaotic evil	Languages –	
Str 18 (+8)	Dex 16 (+7)	Wis 12 (+5)
Con 14 (+6)	Int 2 (+0)	Cha 8 (+3)

Vengaurak Slasher Tactics

Vengaurak slashers are quite unintelligent, but incredibly vicious; they attack anything edible without pause, moving aside only for more powerful vengaurak.

Vengaurak Spitter		Level 11 Artillery
Medium aberrant beast (blind)		XP 600
Initiative +8	Senses Perception +12; blindsight 10, tremorsense 10	
HP 87; Bloodied 43; see also <i>furious spit</i>		
AC 23; Fortitude 24, Reflex 23, Will 22		
Immune gaze, illusion; Resist 10 poison		
Speed 6, burrow 3		
⬇️ Bite (standard; at-will) • Acid		
+18 vs. AC; 1d8+4 damage, and ongoing 5 acid damage (save ends).		
⬅️ Acid Spit (standard; recharge ⚡⚡⚡⚡⚡) • Acid		
Close blast 3; +14 vs. Reflex; 2d10+3 acid damage, and ongoing 10 acid damage (save ends).		
✳️ Acid Spray (standard; at-will) • Acid		
Area burst 1 within 10 squares; +14 vs. Reflex; 1d10+3 acid damage, and ongoing 10 acid damage (save ends).		
Furious Spit (free, when first bloodied; encounter) • Acid		
The vengaurak spitter's acid spit power recharges, and the spitter uses it immediately.		
Alignment Chaotic evil	Languages –	
Str 19 (+9)	Dex 16 (+8)	Wis 14 (+7)
Con 15 (+7)	Int 3 (+1)	Cha 10 (+5)

Vengaurak Spitter Tactics

Vengaurak spitters do not enter melee combat before their enemies are bloodied, when they normally close in to bite their target to death; until then, they spit their *acidic saliva* at any potential prey in range.



VENGAURAK

Vengaurak Mauler		Level 12 Brute
Large aberrant beast (blind)		XP 700
Initiative +8	Senses Perception +8; blindsight 10, tremorsense 10	
HP 146; Bloodied 73; see also <i>furious spasm</i>		
AC 28; Fortitude 26, Reflex 23, Will 23		
Immune gaze, illusion; Resist 10 poison		
Speed 8, burrow 3		
⊕ Bite (standard; at-will) • Acid +15 vs. AC; 2d6+6 damage, and ongoing 10 acid damage (save ends).		
⊕ Claw (standard; at-will) Reach 2; +15 vs. AC; 1d10+6 damage.		
⊕ Double Claw Slash (standard; recharge ☹☹☹☹) The vengaurak mauler makes two claw attacks.		
Furious Spasm (immediate reaction, when first bloodied; encounter) The vengaurak mauler makes two double claw slash attacks (four claw attacks total).		
Alignment Chaotic evil		Languages –
Str 22 (+12)	Dex 14 (+8)	Wis 15 (+8)
Con 16 (+9)	Int 3 (+2)	Cha 13 (+7)

Vengaurak Mauler Tactics

Vengaurak maulers are single-minded in combat — they do not see enemies, only things to be eaten. Once set on a target, a vengaurak never ceases pursuit until it is dead, or until a more appetizing morsel tries to bar its path.

Vengaurak Ripper		Level 15 Elite Soldier
Huge aberrant beast (blind)		XP 2,400
Initiative +12	Senses Perception +10; blindsight 10, tremorsense 15	
HP 296; Bloodied 148; see also <i>furious spasm</i>		
AC 33; Fortitude 31, Reflex 28, Will 26		
Immune gaze, illusion; Resist 10 poison		
Saving Throws +2		
Speed 8, burrow 3		
Action Points 1		
⊕ Bite (standard; at-will) • Acid Reach 2; +22 vs. AC; 2d8+8 damage, and ongoing 10 acid damage (save ends).		
⊕ Double Claw Strike (standard; at-will) The vengaurak ripper makes two claw attacks: Reach 3; +22 vs. AC; 1d10+8 damage, and the target is grabbed (until escape).		
⊕ Rendering Bite (minor; at-will) • Acid Grabbed target only. The vengaurak ripper makes a bite attack.		
⊕ Gnashing Charge (standard; recharge ☹☹) • Acid The vengaurak ripper makes a charge attack, but need not move directly toward the target of the charge. It can move through enemies' spaces, provoking opportunity attacks as normal. When it enters an enemy's space, the vengaurak makes a bite attack against that creature. The vengaurak must leave the space after it attacks, and must end its charge in an unoccupied space.		
Furious Spasm (immediate reaction, when first bloodied; encounter) The vengaurak ripper makes a double claw strike attack.		
Alignment Chaotic evil		Languages –
Str 27 (+15)	Dex 17 (+10)	Wis 16 (+10)
Con 20 (+12)	Int 3 (+3)	Cha 16 (+10)

Vengaurak Ripper Tactics

Vengaurak rippers are maulers grown monstrously huge. Their great size allows them to make a *gnashing charge*, slamming their way through foes to reach their chosen prey.

ENCOUNTER GROUPS

Vengaurak have never been known to make peace with creatures of other types; they see all things, living and dead, as prey to be devoured.

Level 11 Encounter (XP 3,300)

- 2 vengaurak spitters (level 11 artillery)
- 3 vengaurak maulers (level 12 brute)

Level 15 Encounter (XP 6,000)

- 2 vengaurak spitters (level 11 artillery)
- 2 vengaurak rippers (level 15 elite soldier)



WRAITH

WRAITHS ARE INSUBSTANTIAL SPIRITS who generally seek to draw warmth, and life, from the living. While they are uniformly spectral, frightening creatures to behold, wraiths come in several varieties other than the common cloaked apparition. Unquestionably the most frightening aspect of any wraith is its ability to create new wraiths from its slain victims.

MIST WALKER



MIST WALKER LORE

The following information about mist walkers can be obtained with a successful Arcana check.

DC 15: Superstitious folk close their doors and shutters on spring and autumn nights and say prayers against the rising fog, for many believe that the swirling cold fingers of mist are in fact the breath of the restless dead. When the fog rises, ghosts walk the earth, looking for mortals out at night who can lay them to rest — or, in dying, salve their twisted hate.

Mist walkers emerge only on nights when a thick fog rises. They first appear over the spot where they died, but these spirits are free to roam wherever the fog extends, so they can wander many miles. They appear as wispy, insubstantial forms, sometimes glowing a pale green like the color of grave mold.

DC 25: Most of these spirits crave no rest, but instead seek to vent their bitterness against the living. These cruel ghosts appear in the guise of forlorn spirits and try to fool kind souls into errands that lead to hidden traps, misery, and death. A few such spirits, however, are indeed tortured souls looking for someone to complete an errand or carry a message to a loved one so they can finally rest. Such actions can usually be completed in a single night, and sometimes these grateful ghosts lead their saviors to hidden caches of treasure as a reward for their compassion.

Mist Walker	Level 9 Soldier	
Medium shadow humanoid (undead)	XP 400	
Initiative +9	Senses Perception +4; blindsight 10	
HP 95; Bloodied 47		
AC 25; Fortitude 20, Reflex 22, Will 21		
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant		
Speed fly 8 (hover); phasing; see also <i>mist walk</i>		
⊕ Shadow Touch (standard; at-will) • Necrotic	+14 vs. Reflex; 1d8+3 necrotic damage, and the target is slowed (save ends).	
⊕ Choke (standard; at-will) • Necrotic	Slowed targets only. +14 vs. Fortitude; 2d6+3 necrotic damage, plus ongoing 5 necrotic damage and the target is immobilized (save ends both).	
✱ Generate Mist (standard; sustain minor; at-will) • Conjuration, Zone	Area burst 4 within 10; creates a zone of mist that blocks line of sight. The mist walker can have only one zone of mist active at a time.	
Spawn Wraith	Any humanoid killed by a mist walker rises as a free-willed mist walker at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.	
Mist Walk (move, only while within mist; at-will)	The mist reaper shifts 6 squares.	
Alignment Evil	Languages Common	
Skills Stealth +12		
Str 4 (+1)	Dex 17 (+7)	Wis 10 (+4)
Con 15 (+6)	Int 6 (+2)	Cha 16 (+7)

Mist Walker Tactics

Mist walkers use stealth and treachery whenever possible, luring victims through the fog and into hazardous traps and pitfalls. If confronted, they use their *generate mist* as needed, concealing themselves from sight and seeming to strike from every direction.

Mist Hunter Level 18 Soldier		
Large shadow humanoid (undead)		XP 2,000
Initiative +17	Senses Perception +10; blindsight 10	
HP 168; Bloodied 84		
AC 34; Fortitude 28, Reflex 32, Will 30		
Immune disease, poison; Resist 20 necrotic, insubstantial; Vulnerable 10 radiant		
Speed fly 8 (hover); phasing; see also <i>mist walk</i>		
⊕ Shadow Touch (standard; at-will) • Necrotic +25 vs. Reflex; 2d8+6 necrotic damage, and the target is slowed (save ends).		
⊖ Choke (standard; at-will) • Necrotic Slowed targets only. +23 vs. Fortitude; 2d8+6 necrotic damage, plus ongoing 10 necrotic damage and the target is immobilized (save ends both).		
✦ Generate Mist (standard; sustain minor; at-will) • Conjuration, Zone Area burst 5 within 20; creates a zone of mist that blocks line of sight. The mist hunter can have only one zone of mist active at a time.		
Spawn Wraith Any humanoid killed by a mist hunter rises as a free-willed mist hunter at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.		
Mist Walk (move, only while within mist; at-will) The mist reaper shifts 8 squares.		
Alignment Evil	Languages Common	
Skills Stealth +20		
Str 7 (+7)	Dex 22 (+15)	Wis 13 (+10)
Con 16 (+12)	Int 11 (+9)	Cha 18 (+13)

Mist Hunter Tactics

A mist hunter is simply a more powerful mist walker, using the same sorts of tactics and powers.

ENCOUNTER GROUPS

Mist walkers sometimes associate with other kinds of undead or, more rarely, demons and devils, but generally keep to their own kind.

Level 8 Encounter (XP 1,850)

- 6 blood zombies (level 4 brute)
- 2 mist walkers (level 9 soldier)

Level 17 Encounter (XP 8,800)

- 2 bodak skulls (level 16 lurker)
- 3 mist hunters (level 18 soldier)



WYVERN

WYVERNS ARE DRACONIC BEASTS notorious for their poisonous sting. While not nearly as dangerous as true dragons, adult wyverns are quite deadly in their own right.

Sand Wyvern		Level 7 Skirmisher
Large natural beast (reptile)		XP 300
Initiative +7	Senses Perception +9; low-light vision	
HP 78; Bloodied 39		
AC 21; Fortitude 20, Reflex 19, Will 18		
Speed 4, fly 10 (hover)		
⬇ Bite (standard; at-will)		
Reach 2; +12 vs. AC; 1d8+3 damage.		
⬇ Claws (standard; at-will)		
The sand wyvern can attack with its claws only while flying; +12 vs. AC; 2d6+3 damage.		
⬇ Sting (standard; at-will) • Poison		
Reach 2; +12 vs. AC; 1d6+3 damage, and the sand wyvern makes a secondary attack against the same target. <i>Secondary Attack</i> : +10 vs. Fortitude; ongoing 5 poison damage (save ends).		
↩ Breath Weapon (standard; recharge ☼☼☼)		
Close blast 3; +8 vs. Reflex; 1d10+3 damage, and the target is blinded (save ends) and knocked prone.		
↩ Sandstorm (move; sustain minor; recharge ☼☼☼) • Zone		
Close burst 3; creates a zone of wind-whipped sand that lasts until the end of the wyvern's next turn. All creatures that enter or start their turns in the zone are blinded and slowed (save ends). Sustain Minor: The wyvern can sustain this power only once per use.		
Alignment Unaligned	Languages –	
Str 17 (+6)	Dex 15 (+5)	Wis 13 (+4)
Con 14 (+5)	Int 3 (-1)	Cha 5 (+0)

Sand Wyvern Tactics

When attacking on the wing, the sand wyvern may use only its claws or *breath weapon*. On the ground, sand wyverns attack with a fury of slashes from its hind claws and its bite; females will *sting* as well.

SAND WYVERN LORE

The following information about sand wyverns can be obtained with a successful Nature check.

DC 15: Sand wyverns are large winged reptiles that scream in flocks over the desert surface, throwing up huge sandstorms to drive potential prey out of hiding. Sand wyverns' mottled brown and dark yellow flesh is exceedingly tough, as are their leathery wings, which stretch across their upper arms. Their eyes are covered with a transparent lid to protect them from the blowing sands. When sand wyverns travel in large flocks, they have been known to kick up such a great quantity of sand that travelers mistake their approach for a sandstorm.

DC 25: There is rumored to be a great nest in the side of a cliff face somewhere in the Ukrudan Desert where hundreds, perhaps thousands, of sand wyverns roost during the night. Tribes of hardened wasteland nomads who live along the Splintered River make their living hunting sand wyverns, which they call "devils of the sand," for the brilliant scales of the male sand wyvern's tail.

The following information about sand wyverns can be obtained with a successful History check.

DC 25: Divine War legends ascribe training sand wyverns as war mounts to the asaathii. Rumor holds that the armies of Dunahnae have tried in the past to replicate this training process.

Spire Wyvern		Level 12 Soldier
Large natural beast (reptile)		XP 700
Initiative +12	Senses Perception +13; low-light vision	
HP 122; Bloodied 61		
AC 28; Fortitude 25, Reflex 24, Will 23		
Speed 4, fly 8 (hover), overland flight 10; see also <i>flyby attack</i>		
⬇ Bite (standard; at-will)		
Reach 2; +19 vs. AC; 1d8+5 damage and the target is marked until the end of the spire wyvern's next turn.		
⬇ Claws (standard; at-will)		
The spire wyvern can attack with its claws only while flying; +19 vs. AC; 2d6+5 damage.		
⬇ Flyby Attack (standard; at-will)		
The spire wyvern flies up to 8 squares and makes one melee basic attack at any point during that movement. The wyvern doesn't provoke opportunity attacks when moving away from the target of the attack.		
⬇ Sting (standard; at-will) • Poison		
Reach 2; +19 vs. AC; 1d8+5 damage, and the spire wyvern makes a secondary attack against the same target. <i>Secondary Attack</i> : +17 vs. Fortitude; ongoing 5 poison damage and the target is slowed (save ends both). <i>First Save Failed</i> : Ongoing 5 poison damage and the target is stunned (save ends both).		
↩ Screech of the Spires (standard; recharge ☼☼☼) • Thunder		
Close burst 3; +17 vs. Will; 1d8+5 thunder damage, and the target is deafened (save ends).		
Alignment Unaligned	Languages –	
Str 21 (+11)	Dex 19 (+10)	Wis 15 (+8)
Con 18 (+10)	Int 3 (+2)	Cha 6 (+4)

Spire Wyvern Tactics

Spire wyverns may attack with talons or fangs, or they may lance prey with their tail sting. They typically do not fight except to secure food or protect their nest. When hunting, they attempt to *sting* prey and fly off a short distance until their paralyzing venom sets in; a spire wyvern then scoops up the prey and carries it away, devouring the helpless victim on the wing.



SPIRE WYVERN LORE

The following information about spire wyverns can be obtained with a successful Nature check.

DC 20: Mother spire wyverns guard their broods tenaciously. The spire wyverns' nesting habits explain the roosts atop the great towers of the Scarred Lands' cities. Young spire wyverns in search of their own territory often find a secluded roost within a city and may go unnoticed for several days before sure signs of their predations surface.

DC 25: Spire wyverns have been trained successfully: Their most common function is to help patrol frontier lands, coming back to roost in a keep or tower; some rangers have been known to take spire wyverns on as companions. Training spire wyverns is no easy task, however. Only a few of them prove intelligent enough to serve adequately, and training must begin as soon as a spire wyvern hatchling learns to fly.

ENCOUNTER GROUPS

Wyverns are aggressive, evil-tempered beasts, but they can sometimes be captured, especially when young, and trained to serve as guard beasts or even mounts.

Level 8 Encounter (XP 1,950)

- 3 sand wyverns (level 7 skirmisher)
- 3 hollow knights (level 8 soldier)

Level 12 Encounter (XP 3,800)

- 2 spire wyverns (level 12 soldier)
- 3 dragonborn raiders (level 13 skirmisher)

ZOMBIE

THE WALKING DEAD ARE UBIQUITOUS IN SCARN, a testament to the popularity of necromantic studies in wizard schools throughout the Scarred Lands. Zombies of all types share one trait in common: a hunger for the flesh of the living.

BLOOD ZOMBIE

Blood zombies appear much as other zombies, save that their bodies are bloated with blood-tinged seawater and they smell of brine and decomposing flesh.

Blood Zombie	Level 4 Brute
Medium natural animate (undead)	XP 175
Initiative +1	Senses Perception +1; darkvision
HP 65; Bloodied 32; see also <i>zombie weakness</i>	
AC 16; Fortitude 18, Reflex 15, Will 15	
Immune disease, fear, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 4, swim 4	
⊕ Slam (standard; at-will) +7 vs. AC; 2d6+2 damage (3d6+2 against bloodied targets).	
Zombie Weakness Any critical hit to the zombie reduces it to 0 hit points instantly.	
Alignment Unaligned	Languages –
Str 14 (+4)	Dex 8 (+1) Wis 8 (+1)
Con 15 (+4)	Int 4 (-1) Cha 3 (-2)

Blood Zombie Tactics

Blood zombies are essentially mindless, drawn by the warmth of living beings, whom they attack without pause or mercy.

BLOOD ZOMBIE LORE

The following information about blood zombies can be obtained with a successful Nature check.

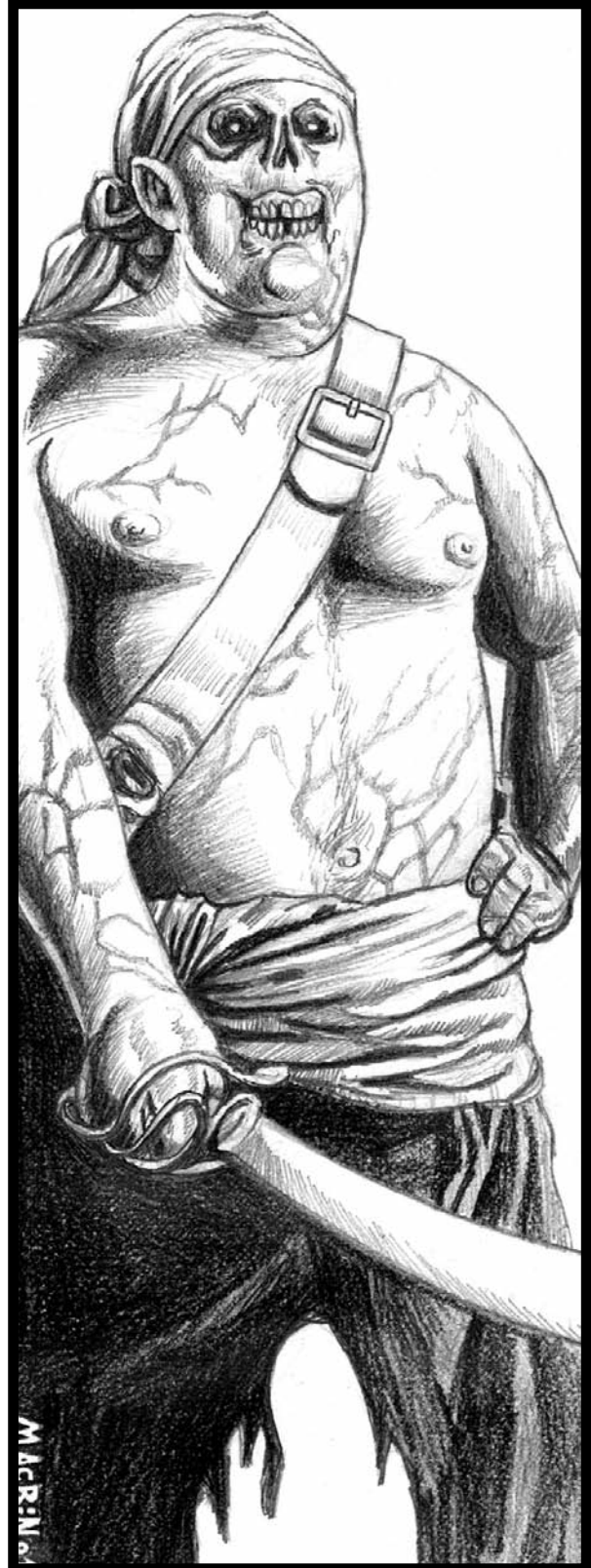
DC 15: Blood zombies are the undead remains of sailors who died on the Blood Sea. They lurk near the seemingly abandoned ships they once crewed, heaving up out of the water to scale other boats that come near their haunts, attacking any living creature they find.

ENCOUNTER GROUPS

Blood zombies are encountered on or around the Blood Sea; they can sometimes be found with other sorts of undead, particularly mist walkers or other kinds of zombies.

Level 5 Encounter (XP 1,200)

- 4 blood zombies (level 4 brute)
- 2 tattooed corpse mages (level 6 artillery)



CARCASS

Carcass		Level 9 Controller (Leader)
Large natural animate (undead)		XP 400
Initiative +2	Senses Perception +4; darkvision	
Master's Aura aura 5; all undead in the aura gain a +2 bonus to saving throws		
HP 106; Bloodied 53		
AC 25; Fortitude 27, Reflex 20, Will 22		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
⬇ Slam (standard; at-will)		
Reach 2; +14 vs. AC; 2d8+6 damage.		
⬇ Clinching Grab (standard; at-will)		
Reach 2; +13 vs. Reflex; 1d6+6 damage, and the target is grabbed (until escape). Checks made to escape the carcass's grab suffer a -5 penalty.		
⬇ Envelop (move; at-will)		
Affects a Medium or Small target the carcass has grabbed or restrained; +13 vs. Fortitude; the target is restrained (until escape) and dazed (save ends). The carcass cannot envelop a target if it has not yet used expel spawn, and it can envelop only 2 targets at any one time.		
Expel Spawn (minor; encounter)		
The carcass expels two carcass spawn (see stats below) from its stomach cavity. The spawn are free-willed once expelled; slaying the carcass does not affect the carcass spawn, and vice versa.		
Alignment Unaligned	Languages –	
Str 22 (+10)	Dex 6 (+2)	Wis 11 (+4)
Con 26 (+12)	Int 5 (+1)	Cha 15 (+6)

Carcass Tactics

In combat, a carcass prefers its *clinching grab* attack; if its abdominal cavity is empty, it tries to *envelop*. Living foes trapped by a carcass are sometimes borne back to its creator or master for torture or to be slain and converted into undead.

Carcass Spawn		Level 6 Minion
Medium natural animate (undead)		XP 63
Initiative +0	Senses Perception +1; darkvision	
HP 1; a missed attack never damages a minion		
AC 18; Fortitude 17, Reflex 14, Will 15		
Immune disease, poison		
Speed 4		
⬇ Slam (standard; at-will)		
+9 vs. AC; 5 damage.		
Alignment Unaligned	Languages –	
Str 16 (+5)	Dex 6 (+0)	Wis 8 (+1)
Con 12 (+3)	Int 1 (-3)	Cha 3 (-2)

Carcass Spawn Tactics

Mindless undead, these creatures serve their carcass host to the extent of their limited capacity. When fighting, they know only to smash things hard and often.



CARCASS LORE

The following information about carcasses can be obtained with a successful Religion check.

DC 20: Gathered and created from the fallen ranks of the Ghoul King's most stalwart enemies, these undead atrocities have been denied any hope of a dignified death, instead corrupted into some of the most grotesque of the Ghoul King's slaves.

Bloated to an obscene size by the fell magics of the Ghoul King, carcasses are grossly obese. Jagged horizontal incisions, through which all their internal organs are removed, split their distended abdomens into gaping maws, leaving the creatures nothing more than gigantic rotting husks. Once the bodies are magically and surgically altered, they are then reanimated and sent out against the Ghoul King's foes.

ENCOUNTER GROUPS

Carcasses are commonly encountered with other kinds of undead.

Level 7 Encounter (XP 1,675)

- 5 blood zombies (level 4 brute)
- 2 carcasses (level 9 controller)

CHARDUN-SLAIN

CHARDUN-SLAIN LORE

The following information about Chardun-slain can be obtained with a successful Religion check.

DC 20: The god Chardun, the Great General, awards distinguished soldiers and units the gift to carry on their wars after death; Chardun-slain normally rise one full year after their mortal deaths, though, apparently at the behest of the Great General, to resume whatever assignment cost them their lives, be it laying siege to a town, guarding a bridge, or winning a battle.

A year is a long time, however, so many Chardun-slain end up undertaking bizarre imitations of their duties: If they died in battle, they might rise and attack the fort built atop the battleground. If they died protecting a merchant caravan, they might simply find another band to "escort" to the same destination, guarding it to the best of their abilities. After completing their tasks, symbolically or otherwise, the Chardun-slain bury themselves and become normal corpses.

Chardun-Slain Warrior		Level 7 Soldier
Medium natural animate (undead)		XP 300
Initiative +5	Senses Perception +3; darkvision	
HP 79; Bloodied 39; see also <i>Chardun's injunction</i>		
AC 23; Fortitude 21, Reflex 18, Will 18; see also <i>formation combat</i>		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 5		
⚔ Longsword (standard; at-will) • Weapon		
+14 vs. AC; 1d8+3 damage, and target is marked until the end of the Chardun-slain warrior's next turn.		
🏹 Javelin (standard; at-will) • Weapon		
Ranged 10/20; +14 vs. AC; 1d6+3 damage.		
Finishing Blow		
The Chardun-slain deals an extra 1d10 damage to bloodied targets.		
Formation Combat		
The Chardun-slain warrior gains a +2 bonus to AC as long as at least one Chardun-slain is adjacent to it.		
Chardun's Injunction (the first time the Chardun-slain drops to 0 hit points)		
Make a new initiative check for the Chardun-slain warrior. On its next turn, the Chardun-slain rises (as a move action) with 39 hit points.		
Alignment Evil	Languages –	
Skills Athletics +10		
Str 16 (+6)	Dex 10 (+3)	Wis 11 (+3)
Con 15 (+5)	Int 6 (+1)	Cha 10 (+3)
Equipment chainmail, light shield, longsword, 2 javelins		

Chardun-Slain Warrior Tactics

Although they lack the power of speech, Chardun-slain warriors are quite intelligent and retain the martial experience they had in life: Hence, they fight like trained soldiers, whether in close combat or during a coordinated siege.



Chardun-Slain Captain **Level 10 Soldier (Leader)****Medium natural animate (undead)** **XP 500****Initiative** +7 **Senses** Perception +6; darkvision**Chardun's Blessing** aura 6; all Chardun-slain in the area, including the captain, gain regeneration 5 (if the Chardun-slain takes radiant damage, regeneration doesn't function on its next turn)**HP** 103; **Bloodied** 51; see also *Chardun's injunction***AC** 26; **Fortitude** 23, **Reflex** 21, **Will** 21; see also *formation combat***Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant**Speed** 5

⬇ **Longsword** (standard; at-will) • **Weapon**
 +17 vs. AC; 1d8+3 damage, and target is marked until the end of the Chardun-slain captain's next turn.

⬅ **Commander's Injunction** (standard; recharge 1i) • **Necrotic**
 Close burst 5; the Chardun-slain commander causes one fallen undead ally within range to rise again (as a move action) with a number of hit points equal to half that ally's bloodied value.

Finishing Blow
 The Chardun-slain captain deals an extra 2d10 damage to bloodied targets.

Formation Combat
 The Chardun-slain captain gains a +2 bonus to AC as long as at least one Chardun-slain is adjacent to it.

Chardun's Injunction (the first time the Chardun-slain captain drops to 0 hit points)
 Make a new initiative check for the Chardun-slain captain. On its next turn, the captain rises (as a move action) with 51 hit points.

Alignment Evil **Languages** –
Skills Athletics +12, History +9
Str 16 (+8) **Dex** 10 (+5) **Wis** 13 (+6)
Con 15 (+7) **Int** 9 (+4) **Cha** 17 (+8)

Equipment chainmail, light shield, longsword

Chardun-Slain Captain Tactics

Chardun-slain captains are cleverer and more tactically knowledgeable than Chardun-slain warriors, making them effective combatants and leaders. They are careful to keep their ranks close, to gain the most benefit possible from *formation combat* and their *Chardun's blessing* aura, unless they are facing enemies that use repeated area attacks that target something other than AC.

ENCOUNTER GROUPS

Chardun-slain are usually encountered together, although a troop of them may work with other undead or with other followers of the Great General.

Level 4 Encounter (XP 900)

- 3 Chardun-slain warriors (level 7 soldier)

Level 9 Encounter (XP 2,000)

- 5 Chardun-slain warriors (level 7 soldier)
- 1 Chardun-slain captain (level 10 soldier)

TATTOOED CORPSE

TATTOOED CORPSE LORE

The following information about tattooed corpses can be obtained with a successful Arcana check.

DC 15: The sorceresses of Albadia are said to have perfected the arcane practice of tattoo magic. What is less known is the darker side of this skill, now widespread, in which tattoos are drawn by necromancers or tribal shamans to inscribe enchanted patterns upon reanimated corpses. These enhanced zombies are often sold to wealthy clients for use as guards.

DC 20: The creation of these creatures is viewed with horror by followers of the good-aligned gods, who consider it blasphemous, especially when the sacred symbols of their deities are used as tattoo marks. Ancient tattooed corpses, created generations ago, are sometimes encountered in ruins or amid the wilderness, still attempting to carry out their duties even after their masters have perished.

Tattooed Corpse		Level 3 Soldier
Medium natural animate (undead)		XP 150
Initiative +3	Senses Perception +1; darkvision	
HP 47; Bloodied 23; see also <i>breath weapon</i>		
AC 19; Fortitude 16, Reflex 14, Will 15		
Immune disease, poison; Resist 10 necrotic, 5 variable (1/encounter; see Glossary, D&D 4E MONSTER MANUAL); Vulnerable 5 radiant		
Speed 4		
⬇ Slam (standard; at-will)		
+10 vs. AC; 1d8+3 damage, and the target is marked until the end of the tattooed corpse's next turn.		
⬇ Rune-Charged Slam (standard; at-will) • Lightning		
Marked targets only. +8 vs. Reflex; 1d8+3 damage plus 2d6 lightning damage.		
⬅ Breath Weapon (immediate reaction, when first bloodied; encounter) • Acid		
Close blast 3; +6 vs. Reflex; 2d6+2 acid damage.		
Alignment Unaligned	Languages –	
Str 16 (+4)	Dex 8 (+1)	Wis 11 (+1)
Con 15 (+3)	Int 2 (-3)	Cha 3 (-3)

Tattooed Corpse Tactics

Tattooed corpses guard a place or individual, as assigned, and utilize their powers without thought. They are quite hard to kill due to the variable resistance granted them by their tattoos.

Tattooed Corpse Mage		Level 6 Artillery
Medium natural animate (undead)		XP 250
Initiative +3	Senses Perception +3; darkvision	
HP 50; Bloodied 25		
AC 18; Fortitude 18, Reflex 17, Will 19		
Immune disease, poison; Resist 10 necrotic, 10 variable (1/encounter; see Glossary, D&D 4E MONSTER MANUAL); Vulnerable 5 radiant		
Speed 4		
⬇ Slam (standard; at-will) • Lightning		
+13 vs. AC; 1d8+2 damage plus 1d6 lightning damage.		
⚡ Fire Blast (standard; at-will) • Fire		
Ranged 10; +11 vs. Reflex; 2d6+2 fire damage.		
⚡ Thunderclap (standard; recharge 1/1) • Thunder		
Burst 2 within 10 squares; +9 vs. Reflex; 1d10+2 thunder damage, and the target is deafened (save ends) and knocked prone.		
Alignment Unaligned	Languages –	
Str 14 (+5)	Dex 10 (+3)	Wis 11 (+3)
Con 14 (+5)	Int 5 (+0)	Cha 15 (+5)

Tattooed Corpse Mage Tactics

The tattooed corpse mage is considerably smarter than most other zombies. It uses terrain and cover whenever it can, choosing enemy spellcasters as its primary targets in a fight.

ENCOUNTER GROUPS

Tattooed corpses can be found anywhere other types of zombies appear; they are commonly found among other kinds of undead, and also make good bodyguards for otherwise solitary necromancers.

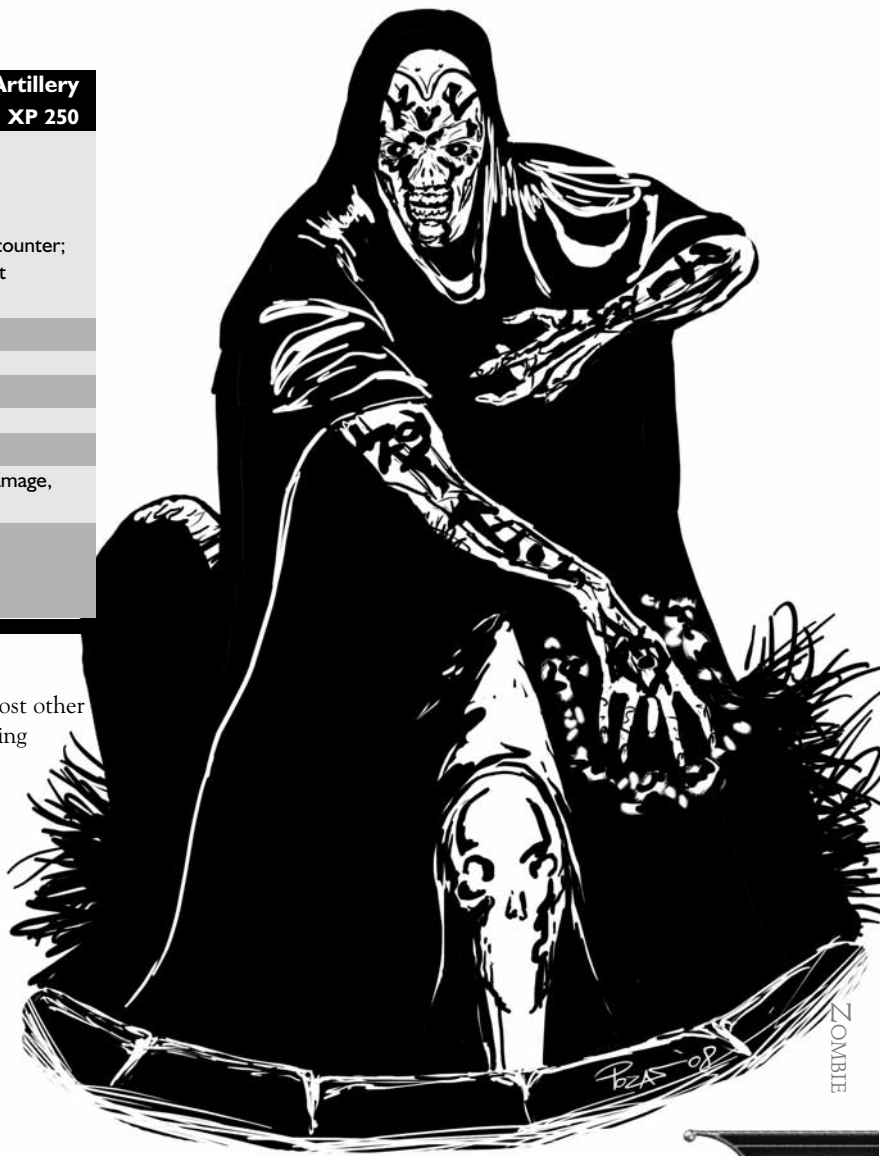
Level 4 Encounter (XP 950)

- 3 tattooed corpses (level 3 soldier)
- 2 tattooed corpse mages (level 6 artillery)

Level 10 Encounter (XP 2,600)

- 2 tattooed corpse bodyguards* (level 3 elite soldier)
- 2 tattooed corpse mages (level 6 artillery)
- 1 10th-level cleric death master* (level 10 elite controller)

* See the *Bodyguard* and *Death Master* templates in the 4E D&D DUNGEON MASTER'S GUIDE, pages 177–78. Stats for the NPC cleric are found in Appendix Two of this book.



ENVENOMED BEAST

The Scarred Lands are awash with the blood and sickness left behind by the titans. Many natives have been affected by these toxins, riddled with foul substances that would kill other creatures. Some, though, instead of dying, have adapted to the toxic substances and are today able to use their venom to kill foes or prey. Envenomed beasts take on a sickly yellow hue and a thin, wasted appearance, and those with teeth grow grotesque, snake-like fangs.

Envenomed Beast **Elite Brute**
Beast or magical beast **XP Elite**

Defenses +2 AC; +2 Fortitude; +2 Reflex

Immune poison

Saving Throws +2

Action Points 1

Hit Points +10 per level + Constitution score

POWERS

⚔ **Toxic Bite** (standard; at-will) • **Poison**

Level + 2 vs. Fortitude; 1d10 + Constitution modifier poison damage, and the target is dazed and takes ongoing 5 poison damage (save ends both). At 11th level, this attack deals 2d10 + Constitution modifier poison damage, and the target is dazed and takes ongoing 10 poison damage (save ends both); at 21st level, it deals 3d10 + Constitution modifier, and the target is stunned and takes ongoing 15 poison damage (save ends both).

Toxic Blood • **Poison**

Any creature that hits the envenomed beast with a melee attack suffers 1d6 poison damage from contact with the envenomed beast's toxic blood. Creatures attacking with reach weapons are unaffected. At 11th level, this damage increases to 2d6 poison; at 21st level, it increases to 3d6.

HEX CREATURE

More than simple familiars, hex creatures are beasts captured and ensorcelled by hags using hex magic. A magical hex is tattooed onto a creature's body (using a cursed ink known only to hags), imbuing the creature with a part of the hag's spirit.

Hex Creature **Elite Soldier**
Humanoid or magical beast **XP Elite**

Senses darkvision

Defenses +2 AC; +2 Fortitude; +1 Reflex; +1 Will

Immune charm, sleep

Resist choose any one of acid, cold, fire, lightning, poison, psychic • resist 5 at 1st level, 10 at 11th level, 15 at 21st level

Saving Throws +2

Action Points 1

Hit Points +8 per level + Constitution score

POWERS

👁 **Enraging Eye** (minor; recharge ☞☞☞) • **Gaze**

Ranged 5; level + 2 vs. Will; the target is marked (save ends).

Hex Mark

The hex creature's melee basic attacks gain "and the target is marked until the end of the hex creature's next turn. Miss: The target is marked until the end of the target's next turn."

Mark of Pain • **Necrotic**

A creature marked by the hex creature suffers 2d6 necrotic damage if it attacks any target other than the hex creature that marked it. At 11th level, this damage increase to 3d6 necrotic; at 21st level, it increases to 4d6.



HYDRAN BEAST

For untold centuries, humans have feared the predatory hydra. Over that time, hydras have bred with other species, spreading their bizarre physiology; with other reptilian beasts, this spread has occurred through normal mating, but more often evil wizards and titanspawn have "engineered" hydran beasts. The resulting creatures can be found lurking the world over, becoming more and more prevalent.

A hydran creature looks like a relatively normal member of its species from the neck(s) down, although with a somewhat reptilian or ophidian cast, but it possesses five heads.

Prerequisite: Beast or magical beast; must have a basic bite attack

Hydran Beast **Elite Brute**
Beast or Magical Beast **XP Elite**

Defenses +1 AC; +2 Fortitude; +2 Reflex

Saving Throws +2

Action Points 1

Hit Points +10 per level + Constitution score

POWERS

⚔ **Hydran Fury** (standard; recharge ☞☞☞☞☞)

The hydran beast makes five bite attacks.

Many-Headed

Each time the hydran beast becomes dazed or stunned, it loses one attack on its next turn instead. Multiple such effects stack.

MULTI-ARMED

Mutations in humanoid races are not rare in the Scarred Lands, and when they occur, they can have spectacular results. Since the fall of the titans, the mutation has surfaced much more often, generally in less civilized tribes, leading many to be falsely accused of being titanspawn. Stories tell of entire races of humanoids that developed this mutation (spider-eye goblins being one of the best-known examples). Shunned by most civilized societies, those who suffer from this condition find themselves living isolated lives or trying to hide their deformity beneath bulky cloaks. When entire tribes exhibit this abnormality, they often dominate their area, as their combat skills are superior to others of their race.

Multi-armed creatures are notoriously nimble, able to coordinate their many limbs easily. Their torsos are thicker than normal to accommodate the extra bone and muscle tissue necessary.

Multi-Armed Creature	Elite Brute
Animate, beast, humanoid, or magical beast	XP Elite
Defenses +1 AC; +1 Fortitude; +1 Reflex; +1 Will	
Saving Throws +2	
Action Points 1	
Hit Points +10 per level + Constitution score	
POWERS	
† Dual Attack (standard; at-will) The multi-armed creature makes two melee basic attacks.	
† Multiattack (standard; recharge 6) The multi-armed creature makes two dual attacks (four basic attacks total).	
Multi-Armed Defense (immediate interrupt, when an enemy moves into position to flank the multi-armed creature; at-will) The multi-armed creature targets one creature flanking it and makes a melee basic attack against that target.	



SOULLESS

Since the rise of the Ghoul King, countless brave paladins from the Sisters of the Sun have died staving off his foul legions. Each sister is prepared to face death opposing the Ghoul King's forces, and the worst fate any sister can imagine is falling to his armies only to be raised in a grisly parody of her service in life. But the Sisters learned of just such horrors when they originally pushed the Ghoul King from the western kingdoms back to the Isle of the Dead.

Drawn and pale, the soulless can almost pass for their former selves save for their dark auras and unearthly countenances: In combat, the eyes of the soulless burn with an unholy green flame.

Prerequisite: Humanoid or magical beast

Soulless Creature	Elite Skirmisher or Soldier
Humanoid or magical beast (undead)	XP Elite
Senses darkvision	
Defenses +1 AC; +1 Fortitude; +1 Reflex; +2 Will	
Immune disease, poison, sleep	
Resist 5 + 1/2 level necrotic	
Vulnerability 1/2 level fire, 1/2 level radiant	
Regeneration 5 (if the soulless takes radiant damage, regeneration doesn't function on its next turn); at 11th level, increase to regeneration 10; at 21st level, increase to 15	
Saving Throws +2	
Action Points 1	
Hit Points +8 per level + Constitution score	
POWERS	
Aura of Despair Aura 5; enemies in the aura suffer a -2 penalty to saving throws.	
† Wounding Touch (standard; at-will) • Necrotic Level + 2 vs. Reflex; 2d6 + Charisma modifier necrotic damage, and the target takes ongoing 5 necrotic damage (save ends). At 11th level, this attack deals 3d6 + Charisma modifier necrotic damage, and the target takes ongoing 10 necrotic damage (save ends); at 21st level, it deals 4d6 + Charisma modifier necrotic damage, and the target takes ongoing 15 necrotic damage (save ends).	
Corrosion • Necrotic The soulless deals an extra 1d6 necrotic damage with its melee basic attacks. At 11th level, this increases to 2d6; at 21st level, 3d6.	

APPENDIX 2: BASIC NPCs

GENERIC NPCs OF VARIOUS CLASSES AND RACES can be built quickly and easily for encounters using the stat blocks in this appendix, along with the racial templates in Appendix 2A. Note that these NPCs are not exactly the same as those created using the system in the 4E D&D Dungeon Master's Guide (pp. 186–88), but have been simplified for use as enemies or allies.

Equipment: All NPCs with bows and crossbows also have a quiver with 20 arrows or bolts.

CLERIC

5th-Level Cleric	Level 5 Controller (Leader)
Medium natural humanoid	XP 200
Initiative +2	Senses Perception +5
HP 55; Bloodied 27	Healing Surge 13; Surges/Day 1
AC 18; Fortitude 17, Reflex 15, Will 19	
Speed 5	
⬇ +1 Mace (standard; at-will) • Weapon +8 vs. AC; 1d8+4 damage.	
⬇ Righteous Blow (standard; at-will) • Divine, Weapon +8 vs. AC; 1d8+4 damage, and one ally within 5 squares gains a +3 power bonus to melee attack rolls against the target until the end of the cleric's next turn.	
⬇ Thunder Smite (standard; encounter) • Divine, Thunder, Weapon +8 vs. Fortitude; 2d8+4 thunder damage, and the target is pushed 2 squares and knocked prone.	
↩ Healing Balm (minor 1/round; 2/encounter) • Divine, Healing Close burst 5; the cleric or one ally within the burst can spend a healing surge and gain an additional 1d6+3 hit points.	
Alignment Any	Languages Common
Skills Heal +10, Religion +8	
Str 16 (+5)	Dex 10 (+2) Wis 16 (+5)
Con 15 (+4)	Int 12 (+3) Cha 11 (+2)
Equipment chainmail, light shield, mace, holy symbol	

10th-Level Cleric	Level 10 Controller (Leader)
Medium natural humanoid	XP 500
Initiative +5	Senses Perception +8
HP 95; Bloodied 47	Healing Surge 23; Surges/Day 1
AC 24; Fortitude 22, Reflex 20, Will 24	
Speed 5	
⬇ +1 Mace (standard; at-will) • Weapon +13 vs. AC; 1d8+6 damage (crit 1d6+14).	
⬇ Righteous Blow (standard; at-will) • Divine, Weapon +13 vs. AC; 1d8+6 damage, and one ally within 5 squares gains a +3 power bonus to melee attack rolls against the target until the end of the cleric's next turn.	
↩ Healing Balm (minor 1/round; 2/encounter) • Divine, Healing Close burst 5; the cleric or one ally within the burst can spend a healing surge and gain an additional 2d6+3 hit points.	
⚡ Heavenly Bolt (standard; encounter) • Divine, Lightning Area burst 2 within 10 squares; +11 vs. Reflex; 2d8+6 lightning damage, and the target is dazed until the end of the cleric's next turn.	
Alignment Any	Languages Common
Skills Heal +13, Religion +11	
Str 17 (+8)	Dex 10 (+5) Wis 17 (+8)
Con 15 (+7)	Int 12 (+6) Cha 11 (+5)
Equipment chainmail, light shield, +1 mace, holy symbol	

15th-Level Cleric	Level 15 Controller (Leader)
Medium natural humanoid	XP 1,200
Initiative +7	Senses Perception +11
HP 136; Bloodied 68	Healing Surge 34; Surges/Day 2
AC 29; Fortitude 27, Reflex 24, Will 29	
Speed 5	
⬇ +1 Mace (standard; at-will) • Weapon +18 vs. AC; 1d8+9 damage (crit 1d6+17).	
↘ Divine Bolt (standard; at-will) • Divine, Force, Implement Ranged 5; +17 vs. Reflex; 1d8+10 damage (crit 3d6+18), and the target is pushed 1 square.	
↩ Healing Balm (minor 1/round; 2/encounter) • Divine, Healing Close burst 10; the cleric or one ally within the burst can spend a healing surge and gain an additional 3d6+4 hit points.	
↩ Holy Blast (standard; encounter) • Divine, Force, Implement Close blast 5; targets enemies; +18 vs. Fortitude; 2d10+10 damage, and the target is pushed 1 square and dazed (save ends).	
Alignment Any	Languages Common
Skills Heal +16, Religion +13	
Str 19 (+11)	Dex 11 (+7) Wis 19 (+11)
Con 16 (+10)	Int 13 (+8) Cha 12 (+8)
Equipment +1 chainmail, light shield, +1 mace, symbol of power +3	

20th-Level Cleric	Level 20 Controller (Leader)
Medium natural humanoid	XP 2,800
Initiative +10	Senses Perception +15
HP 176; Bloodied 88	Healing Surge 44; Surges/Day 2
AC 35; Fortitude 33, Reflex 29, Will 35	
Speed 5	
⬇ +3 Mace (standard; at-will) • Weapon +24 vs. AC; 1d8+12 damage (crit 3d6+20).	
↘ Divine Bolt (standard; at-will) • Divine, Force, Implement Ranged 5; +24 vs. Reflex; 1d8+12 damage (crit 3d6+20), and the target is pushed 1 square.	
↩ Healing Balm (minor 1/round; 3/encounter) • Divine, Healing Close burst 10; the cleric or one ally within the burst can spend a healing surge and gain an additional 4d6+5 hit points.	
↩ Holy Blast (standard; encounter) • Divine, Force, Implement Close blast 5; targets enemies; +24 vs. Fortitude; 2d10+12 damage, and the target is pushed 1 square and dazed (save ends).	
Alignment Any	Languages Common
Skills Heal +20, Religion +16	
Str 21 (+15)	Dex 11 (+10) Wis 21 (+15)
Con 16 (+13)	Int 13 (+11) Cha 12 (+11)
Equipment +4 angelsteel armor, light shield, +3 mace, symbol of power +3	

25th-Level Cleric		Level 25 Controller (Leader)	
Medium natural humanoid		XP 7,000	
Initiative +13	Senses Perception +18		
HP 217; Bloodied 108	Healing Surge 54; Surges/Day 3		
AC 38; Fortitude 38, Reflex 34, Will 40			
Speed 5			
⊕ +4 Mace (standard; at-will) • Weapon +29 vs. AC; 2d8+15 damage (crit 4d6+31).			
↓ Deific Smite (standard; encounter) • Divine, Thunder, Weapon +30 vs. Fortitude; 3d8+16 thunder damage, and the target is pushed 6 squares and knocked prone.			
➤ Divine Bolt (standard; at-will) • Divine, Force, Implement Ranged 5; +30 vs. Reflex; 2d8+16 damage (crit 5d6+32), and the target is pushed 1 square.			
↶ Healing Balm (minor 3/round; encounter) • Divine, Healing Close burst 15; the cleric or one ally within the burst can spend a healing surge and gain an additional 5d6+6 hit points. The cleric can use this ability three times per encounter.			
↶ Stunning Word (standard; encounter) • Divine, Implement, Psychic Close blast 5; targets enemies; +30 vs. Will; 2d10+16 psychic damage, and the target is dazed (save ends).			
Alignment Any		Languages Common	
Skills Heal +23, Religion +19			
Str 23 (+18)	Dex 12 (+13)	Wis 23 (+18)	
Con 17 (+15)	Int 14 (+14)	Cha 13 (+13)	
Equipment +4 angelsteel armor, light shield, +4 mace, symbol of power +5			

30th-Level Cleric		Level 30 Controller (Leader)	
Medium natural humanoid		XP 19,000	
Initiative +16	Senses Perception +22		
HP 257; Bloodied 128	Healing Surge 64; Surges/Day 3		
AC 44; Fortitude 44, Reflex 39, Will 46			
Speed 5			
⊕ +4 Mace (standard; at-will) • Weapon +35 vs. AC; 2d8+18 damage (crit 4d6+34).			
↓ Deific Smite (standard; encounter) • Divine, Thunder, Weapon +35 vs. Fortitude; 3d8+18 thunder damage, and the target is pushed 7 squares and knocked prone.			
➤ Divine Bolt (standard; at-will) • Divine, Force, Implement Ranged 5; +35 vs. Reflex; 2d8+18 damage (crit 5d6+34), and the target is pushed 1 square.			
↶ Healing Balm (minor 3/round; encounter) • Divine, Healing Close burst 15; the cleric or one ally within the burst can spend a healing surge and gain an additional 6d6+7 hit points. The cleric can use this ability three times per encounter.			
↶ Stunning Word (standard; encounter) • Divine, Implement, Psychic Close blast 5; targets enemies; +35 vs. Will; 2d10+18 psychic damage, and the target is dazed (save ends).			
Alignment Any		Languages Common	
Skills Heal +27, Religion +22			
Str 24 (+22)	Dex 12 (+16)	Wis 24 (+22)	
Con 17 (+18)	Int 14 (+17)	Cha 13 (+16)	
Equipment +6 angelsteel armor, light shield, +4 mace, symbol of power +5			



FIGHTER

5th-Level Fighter	Level 5 Soldier
Medium natural humanoid	XP 200
Initiative +2	Senses Perception +3
HP 55; Bloodied 27	Healing Surge 13; Surges/Day 1
AC 22; Fortitude 18, Reflex 13, Will 15	
Speed 5	
⬇️ +3 Longsword (standard; at-will) • Weapon +9 vs. AC; 1d8+4 damage, and the target is marked until the end of the fighter's next turn.	
⚔️ Javelin (standard; at-will) • Weapon Ranged 15/30; +8 vs. AC; 1d6+1 damage.	
⬇️ Shield Slam (standard; at-will) • Martial, Weapon +8 vs. AC; 1d8+4 damage, and the target is pushed 1 square.	
⚡ Cleaving Swipe (standard; encounter) • Martial, Weapon Close burst 1; +8 vs. AC; 1d8+5 damage, and the target is marked until the end of the fighter's next turn.	
Alignment Any	Languages Common
Skills Athletics +8, Endurance +7	
Str 16 (+5)	Dex 11 (+2) Wis 12 (+3)
Con 15 (+4)	Int 10 (+2) Cha 11 (+2)
Equipment scale armor, heavy shield, longsword, 5 javelins	

10th-Level Fighter	Level 10 Soldier
Medium natural humanoid	XP 500
Initiative +5	Senses Perception +6
HP 96; Bloodied 48	Healing Surge 24; Surges/Day 1
AC 28; Fortitude 23, Reflex 18, Will 19	
Speed 5	
⬇️ +1 Longsword (standard; at-will) • Weapon +14 vs. AC; 1d8+6 damage (crit 1d6+14), and the target is marked until the end of the fighter's next turn.	
⚔️ Javelin (standard; at-will) • Weapon Ranged 15/30; +13 vs. AC; 1d8+3 damage.	
⬇️ Cleaving Blow (standard; at-will) • Martial, Weapon +14 vs. AC; 1d8+6 damage, and another enemy adjacent to the fighter takes 3 damage.	
⬇️ Triumphant Blow (standard; encounter) • Healing, Martial, Weapon +14 vs. AC; 2d8+6 damage, and the target is marked until the end of the fighter's next turn. The fighter gains hit points as if it had spent a healing surge.	
⚡ Cleaving Swipe (standard; encounter) • Martial, Weapon Close burst 1; +14 vs. AC; 1d8+7 damage, and the target is marked until the end of the fighter's next turn.	
Alignment Any	Languages Common
Skills Athletics +9, Endurance +9	
Str 17 (+8)	Dex 11 (+5) Wis 12 (+6)
Con 16 (+8)	Int 10 (+5) Cha 11 (+5)
Equipment plate armor, heavy shield, +1 longsword, 5 javelins	

15th-Level Fighter	Level 15 Soldier
Medium natural humanoid	XP 1,200
Initiative +8	Senses Perception +8
HP 138; Bloodied 69	Healing Surge 34; Surges/Day 2
AC 32; Fortitude 28, Reflex 23, Will 23	
Speed 5	
⬇️ +3 Longsword (standard; at-will) • Weapon +20 vs. AC; 1d8+10 damage (crit 3d6+18), and the target is marked until the end of the fighter's next turn.	
⚔️ +1 Javelin (standard; at-will) • Weapon Ranged 15/30; +19 vs. AC; 1d6+6 damage (crit 1d6+12).	
⬇️ Cleaving Blow (standard; at-will) • Martial, Weapon +20 vs. AC; 1d8+10 damage, and another enemy adjacent to the fighter takes 4 damage.	
⬇️ Victorious Blow (standard; encounter) • Healing, Martial, Weapon +20 vs. AC; 3d8+10 damage, and the target is marked until the end of the fighter's next turn. The fighter gains hit points as if it had spent a healing surge.	
⬇️ Wealth of Blows (standard; encounter) • Martial, Weapon +20 vs. AC; 1d8+10 damage, and the target is marked until the end of the fighter's next turn. After the first attack, the fighter may shift 1 square and make another attack against another enemy; after the second attack, it may shift 1 square again and make a third attack against a third enemy.	
Alignment Any	Languages Common
Skills Athletics +12, Endurance +12	
Str 19 (+11)	Dex 12 (+8) Wis 13 (+8)
Con 18 (+11)	Int 11 (+7) Cha 12 (+8)
Equipment +1 plate armor, heavy shield, +3 longsword, +1 javelin	

20th-Level Fighter	Level 20 Soldier
Medium natural humanoid	XP 2,800
Initiative +11	Senses Perception +11
HP 180; Bloodied 90	Healing Surge 45; Surges/Day 2
AC 38; Fortitude 34, Reflex 28, Will 28	
Speed 5	
⬇️ +3 Longsword (standard; at-will) • Weapon +26 vs. AC; 1d8+12 damage (crit 3d6+20), and the target is marked until the end of the fighter's next turn.	
⚔️ +1 Javelin (standard; at-will) • Weapon Ranged 15/30; +25 vs. AC; 1d6+8 damage (crit 1d6+14).	
⬇️ Cleaving Blow (standard; at-will) • Martial, Weapon +26 vs. AC; 1d8+12 damage, and another enemy adjacent to the fighter takes 5 damage.	
⬇️ Glorious Blow (standard; encounter) • Healing, Martial, Weapon +26 vs. AC; 3d8+12 damage, and the target is marked until the end of the fighter's next turn. The fighter gains hit points as if it had spent a healing surge, plus makes a saving throw against one effect that a save can end.	
⚡ Hurricane Strike (standard; encounter) • Martial, Weapon Close burst 1; +26 vs. AC; 1d8+12 damage, and the target is pushed 1 square and knocked prone.	
Alignment Any	Languages Common
Skills Athletics +16, Endurance +16	
Str 21 (+15)	Dex 12 (+11) Wis 13 (+11)
Con 20 (+15)	Int 11 (+10) Cha 12 (+11)
Equipment +4 plate armor, heavy bashing shield (level 15), +3 longsword, +1 javelin	

25th-Level Fighter	Level 25 Soldier
Medium natural humanoid	XP 7,000
Initiative +13	Senses Perception +14
HP 222; Bloodied 111	Healing Surge 55; Surges/Day 3
AC 41; Fortitude 39, Reflex 32, Will 32	
Speed 5	
⬇ +5 Longsword (standard; at-will) • Weapon	
+31 vs. AC; 2d8+16 damage (crit 5d6+32), and the target is marked until the end of the fighter's next turn.	
⌘ +3 Javelin (standard; at-will) • Weapon	
Ranged 15/30; +24 vs. AC; 2d6+10 damage (crit 3d6+22).	
⬇ Cleaving Blow (standard; at-will) • Martial, Weapon	
+31 vs. AC; 2d8+16 damage, and another enemy adjacent to the fighter takes 6 damage.	
⬇ Glorious Blow (standard; encounter) • Healing, Martial, Weapon	
+31 vs. AC; 3d8+16 damage, and the target is marked until the end of the fighter's next turn. The fighter gains hit points as if it had spent a healing surge, plus makes a saving throw against one effect that a save can end.	
⬅ Hurricane Strike (standard; encounter) • Martial, Weapon	
Close burst 1; +31 vs. AC; 1d8+16 damage, and the target is pushed 1 square and knocked prone.	
Alignment Any	Languages Common
Skills Athletics +19, Endurance +19	
Str 23 (+18)	Dex 13 (+13) Wis 14 (+14)
Con 22 (+18)	Int 12 (+13) Cha 13 (+13)
Equipment +4 battleforged plate, heavy bashing shield (level 15), +5 longsword, +3 javelin	

30th-Level Fighter	Level 30 Soldier
Medium natural humanoid	XP 19,000
Initiative +16	Senses Perception +17
HP 264; Bloodied 132	Healing Surge 66; Surges/Day 3
AC 47; Fortitude 45, Reflex 37, Will 38	
Speed 5	
⬇ +5 Longsword (standard; at-will) • Weapon	
+36 vs. AC; 2d8+18 damage (crit 5d6+34), and the target is marked until the end of the fighter's next turn.	
⌘ +4 Javelin (standard; at-will) • Weapon	
Ranged 15/30; +35 vs. AC; 2d6+12 damage (crit 4d6+24).	
⬇ Cleaving Blow (standard; at-will) • Martial, Weapon	
+36 vs. AC; 2d8+18 damage, and another enemy adjacent to the fighter takes 7 damage.	
⬇ Indomitable Blow (standard; encounter) • Healing, Martial, Weapon	
+36 vs. AC; 3d8+18 damage, and the target is marked until the end of the fighter's next turn. The fighter gains hit points as if it had spent a healing surge, plus makes a saving throw against one effect that a save can end. The fighter takes half damage from all the target's attacks until the end of the fighter's next turn.	
⬅ Hurricane Strike (standard; encounter) • Martial, Weapon	
Close burst 1; +36 vs. AC; 1d8+18 damage, and the target is pushed 1 square and knocked prone.	
Alignment Any	Languages Common
Skills Athletics +23, Endurance +23	
Str 25 (+22)	Dex 13 (+16) Wis 14 (+17)
Con 24 (+22)	Int 12 (+16) Cha 13 (+16)
Equipment +6 battleforged plate, heavy bashing shield (level 25), +5 longsword, +4 javelin	



PALADIN

5th-Level Paladin		Level 5 Soldier	
Medium natural humanoid		XP 200	
Initiative +2	Senses Perception +3		
HP 52; Bloodied 26	Healing Surge 13; Surges/Day 1		
AC 20; Fortitude 17, Reflex 12, Will 17			
Speed 5			
⊕ Greataxe (standard; at-will) • Weapon +8 vs. AC; 1d12+4 damage, and the target is marked until the end of the paladin's next turn.			
⊕ Engaging Smite (standard; encounter) • Divine, Weapon +8 vs. Will; 1d12+4 damage, and the target and any enemies adjacent to the target are marked until the end of the paladin's next turn.			
⊕ Smite (standard; at-will) • Divine, Weapon +8 vs. AC; 1d12+4 damage. If the paladin has marked the target, this attack deals an extra 3 damage.			
⤵ Potent Challenge (standard; at-will) • Divine, Psychic Ranged 5; +6 vs. Will; 1d6+3 psychic damage, and the target is pulled a number of squares equal to its speed.			
Healing Hands (minor; daily) • Divine, Healing The paladin must touch the target to use this ability; the target gains hit points as if it had spent a healing surge.			
Alignment Any		Languages Common	
Skills Endurance +4, Religion +7			
Str 16 (+5)	Dex 11 (+2)	Wis 13 (+3)	
Con 12 (+3)	Int 10 (+2)	Cha 16 (+5)	
Equipment plate armor, greataxe			

10th-Level Paladin		Level 10 Soldier	
Medium natural humanoid		XP 500	
Initiative +5	Senses Perception +6		
HP 92; Bloodied 46	Healing Surge 23; Surges/Day 1		
AC 26; Fortitude 23, Reflex 17, Will 23			
Speed 5			
⊕ +1 Greataxe (standard; at-will) • Weapon +14 vs. AC; 1d12+7 damage, and the target is marked until the end of the paladin's next turn.			
⊕ Marvelous Smite (standard; encounter) • Divine, Weapon +14 vs. Will; 1d12+7 damage, and the target and any enemies adjacent to the target are marked until the end of the paladin's next turn. All allies within 5 squares of the paladin gain 6 temporary hit points.			
⊕ Smite (standard; at-will) • Divine, Weapon +14 vs. AC; 1d12+7 damage. If the paladin has marked the target, this attack deals an extra 4 damage.			
⤵ Potent Challenge (standard; at-will) • Divine, Psychic Ranged 5; +12 vs. Will; 1d6+4 psychic damage, and the target is pulled a number of squares equal to its speed.			
Healing Hands (minor; daily) • Divine, Healing The paladin must touch the target to use this ability; the target gains hit points as if it had spent a healing surge.			
Alignment Any		Languages Common	
Skills Endurance +7, Religion +10			
Str 18 (+9)	Dex 11 (+5)	Wis 13 (+6)	
Con 12 (+6)	Int 10 (+5)	Cha 18 (+9)	
Equipment plate armor, +1 greataxe (+1d6 damage on crit)			

15th-Level Paladin		Level 15 Soldier	
Medium natural humanoid		XP 1,200	
Initiative +8	Senses Perception +9		
HP 133; Bloodied 66	Healing Surge 33; Surges/Day 2		
AC 30; Fortitude 28, Reflex 22, Will 28			
Speed 5			
⊕ +2 Greataxe (standard; at-will) • Weapon +19 vs. AC; 1d12+10 damage, and the target is marked until the end of the paladin's next turn.			
⊕ Marvelous Smite (standard; encounter) • Divine, Weapon +19 vs. Will; 1d12+10 damage, and the target and any enemies adjacent to the target are marked until the end of the paladin's next turn. The paladin and all allies within 5 squares gain 7 temporary hit points.			
⊕ Smite (standard; at-will) • Divine, Weapon +19 vs. AC; 1d12+10 damage. If the paladin has marked the target, this attack deals an extra 5 damage.			
⤵ Potent Challenge (standard; at-will) • Divine, Psychic Ranged 5; +17 vs. Will; 1d6+5 psychic damage, and the target is pulled a number of squares equal to its speed.			
Healing Hands (minor 1/round; 2/day) • Divine, Healing The paladin must touch the target to use this ability; the target gains hit points as if it had spent a healing surge.			
Alignment Any		Languages Common	
Skills Endurance +9, Religion +12			
Str 20 (+12)	Dex 12 (+8)	Wis 14 (+9)	
Con 13 (+8)	Int 11 (+7)	Cha 20 (+12)	
Equipment +1 plate armor, +2 greataxe (+2d6 damage on crit)			

20th-Level Paladin		Level 20 Soldier	
Medium natural humanoid		XP 2,800	
Initiative +11	Senses Perception +12		
HP 173; Bloodied 86	Healing Surge 43; Surges/Day 2		
AC 35; Fortitude 34, Reflex 27, Will 34			
Speed 5			
⊕ +4 Greataxe (standard; at-will) • Weapon +26 vs. AC; 1d12+14 damage, and the target is marked until the end of the paladin's next turn.			
⊕ Smite (standard; at-will) • Divine, Weapon +26 vs. AC; 1d12+14 damage. If the paladin has marked the target, this attack deals an extra 6 damage.			
⊕ Wondrous Smite (standard; encounter) • Divine, Weapon +26 vs. Will; 1d12+14 damage, and the target and any enemies adjacent to the target are marked until the end of the paladin's next turn. The paladin and all allies within 5 squares gain 8 temporary hit points, and also gain a +1 power bonus to all defenses until the end of the encounter.			
⤵ Potent Challenge (standard; at-will) • Divine, Psychic Ranged 5; +23 vs. Will; 1d6+6 psychic damage, and the target is pulled a number of squares equal to its speed.			
Healing Hands (minor 1/round; 2/day) • Divine, Healing The paladin must touch the target to use this ability; the target gains hit points as if it had spent a healing surge.			
Alignment Any		Languages Common	
Skills Endurance +12, Religion +15			
Str 22 (+16)	Dex 12 (+11)	Wis 14 (+12)	
Con 13 (+11)	Int 11 (+10)	Cha 22 (+16)	
Equipment +3 plate armor, +4 greataxe (+4d6 damage on crit)			

25th-Level Paladin **Level 25 Soldier****Medium natural humanoid** **XP 7,000**

Initiative +13 **Senses** Perception +14
HP 214; **Bloodied** 107 **Healing Surge** 53; **Surges/Day** 3
AC 40; **Fortitude** 39, **Reflex** 31, **Will** 39

Speed 5

⊕ **+4 Greataxe** (standard; at-will) • **Weapon**
+30 vs. AC; 2d12+16 damage, and the target is marked until the end of the paladin's next turn.

‡ **Smite** (standard; at-will) • **Divine, Weapon**
+30 vs. AC; 2d12+16 damage. If the paladin has marked the target, this attack deals an extra 7 damage.

‡ **Wondrous Smite** (standard; encounter) • **Divine, Weapon**
+30 vs. Will; 2d12+16 damage, and the target and any enemies adjacent to the target are marked until the end of the paladin's next turn. The paladin and all allies within 5 squares gain 9 temporary hit points, and also gain a +1 power bonus to all defenses until the end of the encounter.

⤵ **Potent Challenge** (standard; at-will) • **Divine, Psychic**
Ranged 10; +23 vs. Will; 2d6+7 psychic damage, and the target is pulled a number of squares equal to its speed +2.

Healing Hands (minor 1/round; 3/day) • **Divine, Healing**
The paladin must touch the target to use this ability; the target gains hit points as if it had spent a healing surge.

Alignment Any **Languages** Common**Skills** Endurance +15, Religion +18**Str** 24 (+19) **Dex** 13 (+13) **Wis** 15 (+14)**Con** 14 (+14) **Int** 12 (+13) **Cha** 24 (+19)**Equipment** +5 soulforged armor, +4 greataxe (+4d6 damage on a crit).**30th-Level Paladin** **Level 30 Soldier****Medium natural humanoid** **XP 19,000**

Initiative +16 **Senses** Perception +17
HP 254; **Bloodied** 127 **Healing Surge** 63; **Surges/Day** 3
AC 44; **Fortitude** 45, **Reflex** 36, **Will** 45

Speed 5

⊕ **+5 Holy Avenger Greataxe** (standard; at-will) • **Weapon**
+36 vs. AC; 2d12+19 damage, and the target is marked until the end of the paladin's next turn.

‡ **Godly Smite** (standard; encounter) • **Divine, Weapon**
+36 vs. Will; 2d12+19 damage, and the target and any enemies adjacent to the target are marked and immobilized until the end of the paladin's next turn. The paladin and all allies within 5 squares gain 10 temporary hit points, and also gain a +2 power bonus to all defenses until the end of the encounter.

‡ **Smite** (standard; at-will) • **Divine, Weapon**
+36 vs. AC; 2d12+19 damage. If the paladin has marked the target, this attack deals an extra 8 damage.

⤵ **Potent Challenge** (standard; at-will) • **Divine, Psychic**
Ranged 10; +34 vs. Will; 2d6+8 psychic damage, and the target is pulled a number of squares equal to its speed +2.

Healing Hands (minor 1/round; 3/day) • **Divine, Healing**
The paladin must touch the target to use this ability; the target gains hit points as if it had spent a healing surge.

Alignment Any **Languages** Common**Skills** Endurance +18, Religion +21**Str** 26 (+23) **Dex** 13 (+16) **Wis** 15 (+17)**Con** 14 (+17) **Int** 12 (+16) **Cha** 26 (+23)**Equipment** +5 soulforged armor, +5 holy avenger greataxe (+5d6 damage and may spend a healing surge on a crit).

RANGER

5th-Level Ranger		Level 5 Artillery	
Medium natural humanoid		XP 200	
Initiative +5	Senses Perception +9		
HP 51; Bloodied 25	Healing Surge 12; Surges/Day 1		
AC 18; Fortitude 15, Reflex 17, Will 15			
Speed 6			
⬇️ Longsword (standard; at-will) • Weapon +7 vs. AC; 1d8+3 damage.			
⤴️ Longbow (standard; at-will) • Weapon Ranged 20/40; +9 vs. AC; 1d10+4 damage.			
➤ Agile Shot (standard; at-will) • Martial, Weapon Ranged 20/40; +9 vs. AC; 1d10+4 damage. The ranger may shift 1 square either before or after the shot.			
➤ Fade-Away Shot (standard; encounter) • Martial, Weapon Ranged 20/40; +9 vs. AC; 2d10+4 damage. The ranger may shift 3 squares either before or after the shot.			
Predatory Focus The ranger deals an extra 1d8 damage with its ranged attacks against any enemy within normal range.			
Alignment Any		Languages Common	
Skills Athletics +8, Nature +9			
Str 12 (+3)	Dex 16 (+5)	Wis 15 (+4)	
Con 11 (+2)	Int 11 (+2)	Cha 10 (+2)	
Equipment leather armor, longsword, longbow			

10th-Level Ranger		Level 10 Artillery	
Medium natural humanoid		XP 500	
Initiative +9	Senses Perception +13		
HP 91; Bloodied 45	Healing Surge 22; Surges/Day 1		
AC 24; Fortitude 20, Reflex 23, Will 21			
Speed 6			
⬇️ Longsword (standard; at-will) • Weapon +12 vs. AC; 1d8+5 damage.			
⤴️ +1 Longbow (standard; at-will) • Weapon Ranged 20/40; +14 vs. AC; 1d10+7 damage (crit 1d6+17).			
➤ Agile Shot (standard; at-will) • Martial, Weapon Ranged 20/40; +14 vs. AC; 1d10+7 damage. The ranger may shift 1 square either before or after the shot.			
➤ Devastating Shot (standard; encounter) • Martial, Weapon Ranged 20/40; +14 vs. AC; 2d10+7 damage, and the target is weakened (save ends).			
➤ Fade-Away Shot (standard; encounter) • Martial, Weapon Ranged 20/40; +14 vs. AC; 2d10+7 damage. The ranger may shift 4 squares either before or after the shot.			
Predatory Focus The ranger deals an extra 1d8 damage with its ranged attacks against any enemy within normal range.			
Alignment Any		Languages Common	
Skills Athletics +11, Nature +13			
Str 12 (+6)	Dex 18 (+9)	Wis 17 (+8)	
Con 11 (+5)	Int 11 (+5)	Cha 10 (+5)	
Equipment leather armor, longsword, +1 longbow			

15th-Level Ranger		Level 15 Artillery	
Medium natural humanoid		XP 1,200	
Initiative +12	Senses Perception +16		
HP 132; Bloodied 66	Healing Surge 33; Surges/Day 2		
AC 29; Fortitude 24, Reflex 28, Will 26			
Speed 7			
⬇️ Longsword (standard; at-will) • Weapon +16 vs. AC; 1d8+7 damage.			
⤴️ +2 Longbow (standard; at-will) • Weapon Ranged 20/40; +19 vs. AC; 1d10+10 damage (crit 2d6+20).			
➤ Agile Shot (standard; at-will) • Martial, Weapon Ranged 20/40; +19 vs. AC; 1d10+10 damage. The ranger may shift 1 square either before or after the shot.			
➤ Debilitating Shot (standard; encounter) • Martial, Weapon Ranged 20/40; +19 vs. AC; 2d10+10 damage, and the target is slowed and weakened (save ends both).			
➤ Fade-Away Shot (standard; encounter) • Martial, Weapon Ranged 20/40; +19 vs. AC; 2d10+10 damage. The ranger may shift 5 squares either before or after the shot.			
Predatory Focus The ranger deals an extra 2d8 damage with its ranged attacks against any enemy within normal range.			
Alignment Any		Languages Common	
Skills Athletics +13, Nature +16			
Str 13 (+8)	Dex 20 (+12)	Wis 19 (+11)	
Con 12 (+8)	Int 12 (+8)	Cha 11 (+7)	
Equipment +1 bloodcut leather, longsword, +2 longbow			

20th-Level Ranger		Level 20 Artillery	
Medium natural humanoid		XP 2,800	
Initiative +17	Senses Perception +21		
HP 172; Bloodied 86	Healing Surge 43; Surges/Day 2		
AC 36; Fortitude 29, Reflex 35, Will 33			
Speed 7			
⬇️ +1 Longsword (standard; at-will) • Weapon +21 vs. AC; 1d8+9 damage (crit 1d6+17).			
⤴️ +4 Longbow (standard; at-will) • Weapon Ranged 20/40; +27 vs. AC; 1d10+14 damage (crit 4d6+24).			
➤ Agile Shot (standard; at-will) • Martial, Weapon Ranged 20/40; +27 vs. AC; 1d10+14 damage. The ranger may shift 1 square either before or after the shot.			
➤ Vanishing Shot (standard; encounter) • Martial, Weapon Ranged 20/40; +27 vs. AC; 2d10+14 damage. The ranger may shift 6 squares either before or after the shot and make a saving throw against any effect a save can end. If the ranger is marked by an enemy, that mark ends.			
➤ Vengeful Shot (standard; encounter) • Martial, Weapon Ranged 20/40; +32 vs. AC; 2d10+14 damage, and the target is slowed and weakened (save ends both).			
Predatory Focus The ranger deals an extra 2d8 damage with its ranged attacks against any enemy within normal range.			
Alignment Any		Languages Common	
Skills Athletics +16, Nature +21			
Str 13 (+11)	Dex 22 (+17)	Wis 20 (+16)	
Con 12 (+11)	Int 12 (+11)	Cha 11 (+10)	
Equipment +3 bloodcut leather, +1 longsword, +4 longbow			

25th-Level Ranger **Level 25 Artillery**
Medium natural humanoid **XP 7,000**

Initiative +19 **Senses Perception** +22
HP 214; **Bloodied** 107 **Healing Surge** 53; **Surges/Day** 3
AC 42; **Fortitude** 34, **Reflex** 39, **Will** 36
Speed 8

⊕ **+2 Longsword** (standard; at-will) • **Weapon**
+26 vs. AC; 2d8+12 damage (crit 2d6+28).

⌘ **+4 Phasing Longbow** (standard; at-will) • **Weapon**
Ranged 20/40; +30 vs. AC; 2d10+16 damage (crit 4d6+36).

⤵ **Agile Shot** (standard; at-will) • **Martial, Weapon**
Ranged 20/40; +30 vs. AC; 2d10+16 damage. The ranger may shift 1 square either before or after the shot.

⤵ **Ruthless Shot** (standard; encounter) • **Martial, Weapon**
Ranged 20/40; +33 vs. AC; 3d10+16 damage, and the target is slowed and weakened (save ends both) and pushed 7 squares.

⤵ **Vanishing Shot** (standard; encounter) • **Martial, Weapon**
Ranged 20/40; +35 vs. AC; 2d10+16 damage. The ranger may shift 6 squares either before or after the shot and make a saving throw against any effect a save can end. If the ranger is marked by an enemy, that mark ends.

Predatory Focus
The ranger deals an extra 3d8 damage with its ranged attacks against any enemy within normal range.

Alignment Any **Languages** Common
Skills Athletics +19, Nature +22
Str 14 (+14) **Dex** 24 (+19) **Wis** 21 (+17)
Con 14 (+14) **Int** 13 (+13) **Cha** 12 (+13)

Equipment +4 bloodcut feyleather armor, +2 longsword, +4 phasing longbow

30th-Level Ranger **Level 30 Artillery**
Medium natural humanoid **XP 19,000**

Initiative +23 **Senses Perception** +26
HP 254; **Bloodied** 127 **Healing Surge** 63; **Surges/Day** 3
AC 48; **Fortitude** 39, **Reflex** 45, **Will** 42
Speed 8

⊕ **+2 Longsword** (standard; at-will) • **Weapon**
+31 vs. AC; 2d8+14 damage (crit 2d6+30).

⌘ **+6 Phasing Longbow** (standard; at-will) • **Weapon**
Ranged 20/40; +37 vs. AC; 2d10+20 damage (crit 6d6+40).

⤵ **Agile Shot** (standard; at-will) • **Martial, Weapon**
Ranged 20/40; +37 vs. AC; 2d10+20 damage. The ranger may shift 1 square either before or after the shot.

⤵ **Merciless Shot** (standard; encounter) • **Martial, Weapon**
Ranged 20/40; +37 vs. AC; 3d10+20 damage, and the target is immobilized and weakened (save ends both) and pushed 8 squares.

⤵ **Vanishing Shot** (standard; encounter) • **Martial, Weapon**
Ranged 20/40; +43 vs. AC; 2d10+20 damage. The ranger may shift 7 squares either before or after the shot and make a saving throw against any effect a save can end. If the ranger is marked by an enemy, that mark ends.

Predatory Focus
The ranger deals an extra 3d8 damage with its ranged attacks against any enemy within normal range.

Alignment Any **Languages** Common
Skills Athletics +22, Nature +26
Str 14 (+17) **Dex** 26 (+23) **Wis** 23 (+21)
Con 14 (+17) **Int** 13 (+16) **Cha** 12 (+16)

Equipment +5 bloodcut feyleather armor, +2 longsword, +6 phasing longbow



APPENDIX B
NPCs

ROGUE

5th-Level Rogue		Level 5 Skirmisher	
Medium natural humanoid		XP 200	
Initiative +5	Senses Perception +7		
HP 50; Bloodied 25	Healing Surge 12; Surges/Day 1		
AC 18; Fortitude 16, Reflex 18, Will 14			
Speed 6			
⚔ Short Sword (standard; at-will) • Weapon +9 vs. AC; 1d6+4 damage.			
⚔ Thrown Dagger (standard; at-will) • Weapon Ranged 5/10; +9 vs. AC; 1d4+4 damage.			
⚔ Deft Slash (standard; at-will) • Martial, Weapon +9 vs. AC; 1d6+4 damage. The rogue may move 2 squares before the attack.			
⚔ Vicious Feint (standard; encounter) • Martial, Weapon +9 vs. AC; 2d6+4 damage, and the target grants combat advantage to the rogue until the end of the rogue's next turn.			
Combat Advantage The rogue deals an extra 2d6 damage to any target it has combat advantage against.			
Alignment Any	Languages Common		
Skills Stealth +10, Thievery +10			
Str 16 (+5)	Dex 16 (+5)	Wis 10 (+2)	
Con 10 (+2)	Int 10 (+2)	Cha 12 (+3)	
Equipment leather armor, short sword, 3 daggers			

10th-Level Rogue		Level 10 Skirmisher	
Medium natural humanoid		XP 500	
Initiative +9	Senses Perception +10		
HP 90; Bloodied 45	Healing Surge 22; Surges/Day 1		
AC 24; Fortitude 22, Reflex 24, Will 19			
Speed 6			
⚔ +1 Short Sword (standard; at-will) • Weapon +15 vs. AC; 1d6+7 damage (crit 1d6+13).			
⚔ Thrown Dagger (standard; at-will) • Weapon Ranged 5/10; +15 vs. AC; 1d4+7 damage.			
⚔ Deft Slash (standard; at-will) Martial, Weapon +15 vs. AC; 1d6+7 damage. The rogue may move 2 squares before the attack.			
⚔ Vicious Feint (standard; encounter) • Martial, Weapon +15 vs. AC; 2d6+7 damage, and the target grants combat advantage to the rogue until the end of the rogue's next turn.			
⚔ Ravaging Strike (standard; encounter) • Martial, Weapon +15 vs. AC; 2d6+7 damage, and the target takes a -4 penalty to AC and Reflex until the end of the rogue's next turn.			
Combat Advantage The rogue deals an extra 2d6 damage to any target it has combat advantage against.			
Alignment Any	Languages Common		
Skills Stealth +14, Thievery +14			
Str 18 (+9)	Dex 18 (+9)	Wis 10 (+5)	
Con 10 (+5)	Int 10 (+5)	Cha 12 (+6)	
Equipment leather armor, +1 short sword, 3 daggers			

15th-Level Rogue		Level 15 Skirmisher	
Medium natural humanoid		XP 1,200	
Initiative +12	Senses Perception +12		
HP 131; Bloodied 65	Healing Surge 32; Surges/Day 2		
AC 29; Fortitude 27, Reflex 29, Will 23			
Speed 6			
⚔ +3 Rapier (standard; at-will) • Weapon +21 vs. AC; 1d8+11 damage (crit 3d6+19).			
⚔ Thrown Dagger (standard; at-will) • Weapon Ranged 5/10; +20 vs. AC; 1d4+10 damage.			
⚔ Deft Slash (standard; at-will) • Martial, Weapon +21 vs. AC; 1d8+11 damage. The rogue may move 2 squares before the attack.			
⚔ Disorienting Strike (standard; encounter) • Martial, Weapon +21 vs. AC; 2d8+11 damage, and the target is stunned until the end of the rogue's next turn.			
⚔ Vicious Feint (standard; encounter) • Martial, Weapon +21 vs. AC; 2d8+11 damage, and the target grants combat advantage to the rogue until the end of the rogue's next turn.			
Combat Advantage The rogue deals an extra 3d6 damage to any target it has combat advantage against.			
Alignment Any	Languages Common		
Skills Stealth +17, Thievery +17			
Str 20 (+12)	Dex 20 (+12)	Wis 11 (+7)	
Con 11 (+7)	Int 11 (+7)	Cha 13 (+8)	
Equipment +1 leather armor, +3 rapier, 3 daggers			

20th-Level Rogue		Level 20 Skirmisher	
Medium natural humanoid		XP 2,800	
Initiative +16	Senses Perception +15		
HP 171; Bloodied 85	Healing Surge 42; Surges/Day 2		
AC 35; Fortitude 32, Reflex 35, Will 29			
Speed 7			
⚔ +4 Duelist's Rapier (standard; at-will) • Weapon +27 vs. AC; 1d8+14 damage (crit 4d6+22, or 4d8+22 with combat advantage).			
⚔ Thrown +1 Dagger (standard; at-will) • Weapon Ranged 5/10; +26 vs. AC; 1d4+13 damage (crit 1d6+17).			
⚔ Brutal Feint (standard; encounter) • Martial, Weapon +27 vs. AC; 2d8+14 damage, and the target grants combat advantage to the rogue (save ends).			
⚔ Deft Slash (standard; at-will) • Martial, Weapon +27 vs. AC; 1d8+14 damage. The rogue may move 2 squares before the attack.			
⚔ Punishing Blow (standard; encounter) • Martial, Weapon +27 vs. AC; 2d8+14 damage, and the target is stunned (save ends).			
Combat Advantage The rogue deals an extra 3d6 damage to any target it has combat advantage against.			
Alignment Any	Languages Common		
Skills Stealth +23, Thievery +21			
Str 21 (+15)	Dex 22 (+16)	Wis 11 (+10)	
Con 11 (+10)	Int 11 (+10)	Cha 14 (+12)	
Equipment +2 shadowflow leather armor, +4 duelist's rapier, +1 dagger			

25th-Level Rogue		Level 25 Skirmisher	
Medium natural humanoid		XP 7,000	
Initiative +19	Senses Perception +18		
HP 213; Bloodied 106	Healing Surge 53; Surges/Day 3		
AC 41; Fortitude 37, Reflex 40, Will 33			
Speed 7			
⚔ +4 Duelist's Rapier (standard; at-will) • Weapon +31 vs. AC; 2d8+16 damage (crit 4d6+32, or 4d8+32 with combat advantage).			
⚔ +2 Thrown +2 Dagger (standard; at-will) • Weapon Ranged 5/10; +31 vs. AC; 2d4+16 damage (crit 2d6+24).			
⚔ Brutal Feint (standard; encounter) • Martial, Weapon +31 vs. AC; 2d8+16 damage, and the target grants combat advantage to the rogue (save ends).			
⚔ Cruel Slash (standard; encounter) • Martial, Weapon +31 vs. AC; 3d8+16 damage, and the target takes ongoing 10 damage and is stunned (save ends both).			
⚔ Deft Slash (standard; at-will) • Martial, Weapon +31 vs. AC; 2d8+16 damage. The rogue may move 2 squares before the attack.			
Combat Advantage The rogue deals an extra 5d6 damage to any target it has combat advantage against.			
Alignment Any	Languages Common		
Skills Stealth +28, Thievery +24			
Str 22 (+18)	Dex 24 (+19)	Wis 12 (+13)	
Con 13 (+13)	Int 12 (+13)	Cha 15 (+14)	
Equipment +4 shadowflow feyleather armor, +4 duelist's rapier, +2 dagger			

30th-Level Rogue		Level 30 Skirmisher	
Medium natural humanoid		XP 19,000	
Initiative +23	Senses Perception +21		
HP 254; Bloodied 127	Healing Surge 63; Surges/Day 3		
AC 47; Fortitude 43, Reflex 46, Will 39			
Speed 7			
⚔ +5 Duelist's Rapier (standard; at-will) • Weapon +37 vs. AC; 2d8+19 damage (crit 5d6+35, or 5d8+35 with combat advantage).			
⚔ +3 Thrown +3 Dagger (standard; at-will) • Weapon Ranged 5/10; +37 vs. AC; 2d4+19 damage (crit 3d6+27).			
⚔ Deft Slash (standard; at-will) • Martial, Weapon +37 vs. AC; 2d8+19 damage. The rogue may move 2 squares before the attack.			
⚔ Perfect Slash (standard; encounter) • Martial, Weapon +37 vs. each of AC, Fortitude, and Reflex; if any hit, deal 3d8+19 damage, and the target takes ongoing 10 damage and is stunned (save ends both). If two attacks hit, deal an extra 1d8 damage; if all three attacks hit, deal an extra 2d8 damage.			
⚔ Spiteful Feint (standard; encounter) • Martial, Weapon +37 vs. AC; 3d8+19 damage, and the target is immobilized until the end of the rogue's next turn and grants combat advantage to the rogue (save ends).			
Combat Advantage The rogue deals an extra 5d6 damage to any target it has combat advantage against.			
Alignment Any	Languages Common		
Skills Stealth +33, Thievery +28			
Str 22 (+22)	Dex 26 (+23)	Wis 12 (+16)	
Con 14 (+17)	Int 12 (+16)	Cha 16 (+18)	
Equipment +5 shadowflow feyleather armor, +5 duelist's rapier, +3 dagger			



WARLOCK

5th-Level Warlock		Level 5 Artillery
Medium natural humanoid		XP 200
Initiative +3	Senses Perception +2	
HP 54; Bloodied 27	Healing Surge 13; Surges/Day 1	
AC 14; Fortitude 15, Reflex 16, Will 17		
Speed 6		
⬇️ Spear (standard; at-will) • Weapon +7 vs. AC; 1d8 damage.		
⚡ Eldritch Bolt (standard; at-will) • Arcane, Implement Ranged 10; +6 vs. Reflex; 1d10+4 damage.		
⚡ Blinding Curse (standard; at-will) • Arcane, Implement, Psychic Ranged 10; +6 vs. Will; 1d6+4 psychic damage, and the warlock is invisible to the target until the end of the warlock's next turn.		
⬅️ Bounding Curse (standard; encounter) • Arcane, Implement, Teleportation Close burst 1; +6 vs. Fortitude; 1d8+4 damage, and the target is immobilized until the end of the warlock's next turn. The warlock may teleport 7 squares.		
Warlock's Hex (minor; 1/round) Target: nearest enemy the warlock can see. Effect: once per round, if the warlock damages a hexed enemy, it deals an additional +1d6 damage. A hex remains in effect until the end of the encounter or until the hexed enemy drops to 0 hit points or fewer. The warlock can place a hex on multiple targets over the course of an encounter; each hex requires a minor action. A warlock can't place a hex on a creature that is already hexed.		
Alignment Any	Languages Common	
Skills Arcana +9, Intimidate +10		
Str 8 (+1)	Dex 12 (+3)	Wis 11 (+2)
Con 14 (+4)	Int 14 (+4)	Cha 16 (+5)
Equipment cloth armor, spear, wand		

10th-Level Warlock		Level 10 Artillery
Medium natural humanoid		XP 500
Initiative +6	Senses Perception +5	
HP 95; Bloodied 47	Healing Surge 23; Surges/Day 1	
AC 21; Fortitude 20, Reflex 21, Will 23		
Speed 6		
⬇️ Spear (standard; at-will) • Weapon +9 vs. AC; 1d8+2 damage.		
⚡ Eldritch Bolt (standard; at-will) • Arcane, Implement Ranged 10; +12 vs. Reflex; 1d10+7 damage (crit 1d6+17).		
⚡ Blinding Curse (standard; at-will) • Arcane, Implement, Psychic Ranged 10; +12 vs. Will; 1d6+7 psychic damage, and the warlock is invisible to the target until the end of the warlock's next turn.		
⚡ Spiteful Curse (standard; encounter) • Arcane, Implement Ranged 10; +10 vs. Reflex; 3d8+7 damage, and the target takes a -2 penalty to attack rolls until the end of the warlock's next turn.		
⬅️ Bounding Curse (standard; encounter) • Arcane, Implement, Teleportation Close burst 1; +12 vs. Fortitude; 1d8+7 damage, and the target is immobilized until the end of the warlock's next turn. The warlock may teleport 7 squares.		
Warlock's Hex Once per round, the warlock deals +1d6 damage to a hexed target.		
Alignment Any	Languages Common	
Skills Arcana +12, Intimidate +14		
Str 8 (+4)	Dex 12 (+6)	Wis 11 (+5)
Con 15 (+7)	Int 15 (+7)	Cha 18 (+9)
Equipment leather armor, spear, +1 wand		

15th-Level Warlock		Level 15 Artillery
Medium natural humanoid		XP 1,200
Initiative +8	Senses Perception +8	
HP 137; Bloodied 68	Healing Surge 34; Surges/Day 2	
AC 25; Fortitude 25, Reflex 26, Will 29		
Speed 6		
⬇️ +1 Spear (standard; at-will) • Weapon +13 vs. AC; 1d8+4 damage (crit 1d6+12).		
⚡ Eldritch Bolt (standard; at-will) • Arcane, Implement Ranged 10; +17 vs. Reflex; 1d10+10 damage (crit 2d6+20).		
⚡ Blinding Curse (standard; at-will) • Arcane, Implement, Psychic Ranged 10; +17 vs. Will; 1d6+10 psychic damage, and the warlock is invisible to the target until the end of the warlock's next turn.		
⚡ Dark Blaze (standard; encounter) • Arcane, Fire, Implement, Necrotic Ranged 10; +17 vs. Fortitude; 2d10+10 necrotic damage plus ongoing 10 fire damage (save ends), and the warlock makes a secondary attack against all targets adjacent to the primary target. <i>Secondary Attack</i> : +17 vs. Reflex; 1d10+10 necrotic damage plus ongoing 5 fire damage (save ends).		
⚡ Witchfire (standard; daily [wand]) • Arcane, Fire, Implement Ranged 10; +17 vs. Reflex; 2d6+10 fire damage, and the target takes a -2 penalty to attack rolls until the end of the warlock's next turn.		
⬅️ Bounding Curse (standard; encounter) • Arcane, Implement, Teleportation Close burst 1; +17 vs. Fortitude; 1d8+10 damage, and the target is immobilized until the end of the warlock's next turn. The warlock may teleport 8 squares.		
Warlock's Hex Once per round, the warlock deals +2d6 damage to a hexed target.		
Alignment Any	Languages Common	
Skills Arcana +15, Intimidate +17		
Str 9 (+6)	Dex 13 (+8)	Wis 12 (+8)
Con 17 (+10)	Int 16 (+10)	Cha 20 (+12)
Equipment +1 leather armor, +1 spear, +2 wand of <i>witchfire</i>		

20th-Level Warlock		Level 20 Artillery
Medium natural humanoid		XP 2,800
Initiative +12	Senses Perception +11	
HP 178; Bloodied 89	Healing Surge 44; Surges/Day 2	
AC 29 (31 while bloodied); Fortitude 31, Reflex 30, Will 35		
Speed 6		
⬇️ +1 Spear (standard; at-will) • Weapon +18 vs. AC; 1d8+6 damage (crit 1d6+14).		
⚡ Eldritch Bolt (standard; at-will) • Arcane, Implement Ranged 10; +24 vs. Reflex; 1d10+14 damage (crit 4d6+24).		
⚡ Blinding Curse (standard; at-will) • Arcane, Implement, Psychic Ranged 10; +24 vs. Will; 1d6+14 psychic damage, and the warlock is invisible to the target until the end of the warlock's next turn.		
⚡ Dark Pyre (standard; encounter) • Arcane, Fire, Implement, Necrotic Ranged 10; +24 vs. Fortitude; 4d10+14 necrotic damage plus ongoing 10 fire damage (save ends), and the warlock makes a secondary attack against all targets adjacent to the primary target. <i>Secondary Attack</i> : +24 vs. Reflex; 2d10+14 necrotic damage plus ongoing 5 fire damage (save ends).		
⚡ Witchfire (standard; daily [wand]) • Arcane, Fire, Implement Ranged 10; +24 vs. Reflex; 2d6+14 fire damage, and the target takes a -2 penalty to attack rolls until the end of the warlock's next turn.		
⬅️ Departing Curse (standard; encounter) • Arcane, Implement, Teleportation Close burst 2; +24 vs. Fortitude; 1d8+14 damage, and the target is immobilized until the end of the warlock's next turn. The warlock may teleport 8 squares.		
Warlock's Hex Once per round, the warlock deals +2d6 damage to a hexed target.		
Alignment Any	Languages Common	
Skills Arcana +18, Intimidate +21		
Str 9 (+9)	Dex 14 (+12)	Wis 12 (+11)
Con 18 (+14)	Int 16 (+13)	Cha 22 (+16)
Equipment +3 bloodthread armor, +1 spear, +4 wand of <i>witchfire</i>		

25th-Level Warlock		Level 25 Artillery	
Medium natural humanoid		XP 7,000	
Initiative +14	Senses Perception +13		
HP 219; Bloodied 109	Healing Surge 54; Surges/Day 3		
AC 34 (36 while bloodied); Fortitude 35, Reflex 35, Will 40			
Speed 6			
⚔ +2 Spear (standard; at-will) • Weapon +23 vs. AC; 2d8+9 damage (crit 2d6+25).			
⚡ Eldritch Bolt (standard; at-will) • Arcane, Implement Ranged 10; +29 vs. Reflex; 2d10+17 damage (crit 5d6+37).			
➤ Blinding Curse (standard; at-will) • Arcane, Implement, Psychic Ranged 10; +29 vs. Will; 2d6+17 psychic damage, and the warlock is invisible to the target until the end of the warlock's next turn.			
➤ Dark Conflagration (standard; encounter) • Arcane, Fire, Implement, Necrotic Ranged 10; +29 vs. Fortitude; 4d10+17 necrotic damage plus ongoing 15 fire damage (save ends), and the warlock makes a secondary attack against all targets adjacent to the primary target. <i>Secondary Attack:</i> +29 vs. Reflex; 2d10+17 necrotic damage plus ongoing 10 fire damage (save ends).			
➤ Witchfire (standard; daily [wand]) • Arcane, Fire, Implement Ranged 10; +29 vs. Reflex; 2d6+17 fire damage, and the target takes a -2 penalty to attack rolls until the end of the warlock's next turn.			
↩ Departing Curse (standard; encounter) • Arcane, Implement, Teleportation Close burst 2; +29 vs. Fortitude; 1d8+17 damage, and the target is immobilized until the end of the warlock's next turn. The warlock may teleport 9 squares.			
Warlock's Hex Once per round, the warlock deals +3d6 damage to a hexed target.			
Alignment Any		Languages Common	
Skills Arcana +21, Intimidate +24			
Str 10 (+12)	Dex 15 (+14)	Wis 13 (+13)	
Con 19 (+16)	Int 18 (+16)	Cha 24 (+19)	
Equipment +4 feyweave bloodthread armor, +2 spear, +5 wand of <i>witchfire</i>			

30th-Level Warlock		Level 30 Artillery	
Medium natural humanoid		XP 19,000	
Initiative +18	Senses Perception +16		
HP 260; Bloodied 130	Healing Surge 65; Surges/Day 3		
AC 40 (42 while bloodied); Fortitude 41, Reflex 40, Will 46			
Speed 6			
⚔ +3 Spear (standard; at-will) • Weapon +28 vs. AC; 2d8+11 damage (crit 3d6+27).			
⚡ Eldritch Bolt (standard; at-will) • Arcane, Implement Ranged 10; +35 vs. Reflex; 2d10+20 damage (crit 6d6+40).			
➤ Blinding Curse (standard; at-will) • Arcane, Implement, Psychic Ranged 10; +35 vs. Will; 2d6+20 psychic damage, and the warlock is invisible to the target until the end of the warlock's next turn.			
➤ Dark Hellfire (standard; encounter) • Arcane, Fire, Implement, Necrotic Ranged 10; +35 vs. Fortitude; 5d10+20 necrotic damage plus ongoing 15 fire damage (save ends), and the warlock makes a secondary attack against all targets adjacent to the primary target. <i>Secondary Attack:</i> +35 vs. Reflex; 2d10+20 necrotic damage plus ongoing 10 fire damage (save ends).			
➤ Witchfire (standard; daily [wand]) • Arcane, Fire, Implement Ranged 10; +35 vs. Reflex; 2d6+20 fire damage, and the target takes a -2 penalty to attack rolls until the end of the warlock's next turn.			
↩ Distant Curse (standard; encounter) • Arcane, Implement, Teleportation Close burst 2; +35 vs. Fortitude; 2d8+20 damage, and the target is immobilized until the end of the warlock's next turn. The warlock may teleport 9 squares.			
Warlock's Hex Once per round, the warlock deals +3d6 damage to a hexed target.			
Alignment Any		Languages Common	
Skills Arcana +24, Intimidate +28			
Str 10 (+15)	Dex 16 (+18)	Wis 13 (+16)	
Con 20 (+20)	Int 18 (+19)	Cha 26 (+23)	
Equipment +5 feyweave bloodthread armor, +3 spear, +6 wand of <i>witchfire</i>			



WARLORD

All NPC warlords have the *combat leader* aura, the benefits of which have been applied to the stat blocks below.

5th-Level Warlord	Level 5 Soldier (Leader)
Medium natural humanoid	XP 200
Initiative +4	Senses Perception +2
Combat Leader aura 10; +2 to initiative of the warlord and allies	
HP 52; Bloodied 26	Healing Surge 13; Surges/Day 1
AC 20; Fortitude 17, Reflex 14, Will 17	
Speed 5	
⬇️ +3 Flail (standard; at-will) • Weapon +8 vs. AC; 1d10+4 damage.	
⌘ Crossbow (standard; at-will) • Weapon Ranged 15/30; +5 vs. AC; 1d8+1 damage.	
⬇️ Cagey Blow (standard; at-will) • Martial, Weapon +8 vs. AC; 1d10+4 damage. If the target shifts before the end of the warlord's next turn, it provokes an opportunity attack from the warlord or an ally of the warlord's choice.	
⬇️ Stand Fast (standard; encounter) • Martial, Weapon +8 vs. AC; 1d10+4 damage. Until the end of the warlord's next turn, the warlord and all allies adjacent to the warlord gain a +2 power bonus to AC, Fortitude, and Will.	
↩️ Rousing Word (minor 1/round; 2/encounter) • Healing, Martial Close burst 5; the warlord or one ally within the burst can spend a healing surge and gain an additional 1d6 hit points.	
Alignment Any	Languages Common
Skills Diplomacy +10, Heal +7	
Str 16 (+5)	Dex 11 (+2) Wis 10 (+2)
Con 12 (+3)	Int 13 (+3) Cha 16 (+5)
Equipment chainmail, light shield, flail, crossbow	

10th-Level Warlord	Level 10 Soldier (Leader)
Medium natural humanoid	XP 500
Initiative +7	Senses Perception +5
Combat Leader aura 10; +2 to initiative of the warlord and allies	
HP 92; Bloodied 46	Healing Surge 23; Surges/Day 1
AC 26; Fortitude 23, Reflex 19, Will 23	
Speed 5	
⬇️ +1 Flail (standard; at-will) • Weapon +14 vs. AC; 1d10+7 damage (crit 1d6+17).	
⌘ Crossbow (standard; at-will) • Weapon Ranged 15/30; +10 vs. AC; 1d8+3 damage.	
⬇️ Cagey Blow (standard; at-will) • Martial, Weapon +14 vs. AC; 1d10+7 damage. If the target shifts before the end of the warlord's next turn, it provokes an opportunity attack from the warlord or an ally of the warlord's choice.	
⬇️ Stand Fast (standard; encounter) • Martial, Weapon +14 vs. AC; 1d10+7 damage. Until the end of the warlord's next turn, the warlord and all allies adjacent to the warlord gain a +2 power bonus to AC, Fortitude, and Will.	
⬇️ Bold Onslaught (standard; encounter) • Martial, Weapon +14 vs. AC; 1d10+7 damage. One ally within 5 squares may make a melee basic attack as a free action.	
↩️ Rousing Word (minor 1/round; 2/encounter) • Healing, Martial Close burst 5; the warlord or one ally within the burst can spend a healing surge and gain an additional 2d6 hit points.	
Alignment Any	Languages Common
Skills Diplomacy +14, Heal +10	
Str 18 (+9)	Dex 11 (+5) Wis 10 (+5)
Con 12 (+6)	Int 13 (+6) Cha 18 (+9)
Equipment scale armor, light shield, +1 flail, crossbow	

15th-Level Warlord	Level 15 Soldier (Leader)
Medium natural humanoid	XP 1,200
Initiative +10	Senses Perception +7
Combat Leader aura 10; +2 to initiative of the warlord and allies	
HP 133; Bloodied 66	Healing Surge 33; Surges/Day 2
AC 31; Fortitude 28, Reflex 24, Will 28	
Speed 5	
⬇️ +3 Flail (standard; at-will) • Weapon +20 vs. AC; 1d10+11 damage (crit 3d6+21).	
⌘ Crossbow (standard; at-will) • Weapon Ranged 15/30; +15 vs. AC; 1d8+6 damage.	
⬇️ Cagey Blow (standard; at-will) • Martial, Weapon +20 vs. AC; 1d10+11 damage. If the target shifts before the end of the warlord's next turn, it provokes an opportunity attack from the warlord or an ally of the warlord's choice.	
⬇️ Relentless Onslaught (standard; encounter) • Martial, Weapon +20 vs. AC; 2d10+11 damage. All allies within 5 squares may make a melee basic attack as a free action; if an ally hits with this attack, the target is also knocked prone.	
⬇️ Stand Fast (standard; encounter) • Martial, Weapon +20 vs. AC; 1d10+11 damage. Until the end of the warlord's next turn, the warlord and all allies adjacent to the warlord gain a +3 power bonus to AC, Fortitude, and Will.	
↩️ Rousing Word (minor 1/round; 2/encounter) • Healing, Martial Close burst 10; the warlord or one ally within the burst can spend a healing surge and gain an additional 3d6 hit points.	
Alignment Any	Languages Common
Skills Diplomacy +17, Heal +12	
Str 20 (+12)	Dex 12 (+8) Wis 11 (+7)
Con 13 (+8)	Int 14 (+9) Cha 20 (+12)
Equipment +2 scale armor, heavy shield, +3 flail, crossbow	

20th-Level Warlord	Level 20 Soldier (Leader)
Medium natural humanoid	XP 2,800
Initiative +13	Senses Perception +10
Combat Leader aura 10; +2 to initiative of the warlord and allies	
HP 174; Bloodied 87	Healing Surge 43; Surges/Day 2
AC 36; Fortitude 34, Reflex 29, Will 33	
Speed 5	
⬇️ +3 Resounding Flail (standard; at-will) • Weapon, Thunder +25 vs. AC; 1d10+13 damage (crit 3d6+23 thunder).	
⌘ Crossbow (standard; at-will) • Weapon Ranged 15/30; +20 vs. AC; 1d8+8 damage (crit 1d6+16).	
⬇️ Cagey Blow (standard; at-will) • Martial, Weapon +25 vs. AC; 1d10+13 damage. If the target shifts before the end of the warlord's next turn, it provokes an opportunity attack from the warlord or an ally of the warlord's choice.	
⬇️ Stand Fast (standard; encounter) • Martial, Weapon +25 vs. AC; 1d10+13 damage. Until the end of the warlord's next turn, the warlord and all allies adjacent to the warlord gain a +3 power bonus to AC, Fortitude, and Will.	
⬇️ Victorious Onslaught (standard; encounter) • Martial, Weapon +25 vs. AC; 2d10+13 damage. Until the start of the warlord's next turn, all allies within 5 squares may make a melee basic attack as a free action at any time during their own turns; if an ally hits with this attack, the target is also knocked prone.	
↩️ Rousing Word (minor 1/round; 3/encounter) • Healing, Martial Close burst 10; the warlord or one ally within the burst can spend a healing surge and gain an additional 4d6 hit points.	
Alignment Any	Languages Common
Skills Diplomacy +20, Heal +15	
Str 22 (+16)	Dex 12 (+11) Wis 11 (+10)
Con 14 (+12)	Int 14 (+12) Cha 21 (+15)
Equipment +3 hydra armor, heavy shield, +3 resounding flail, +1 crossbow	

25th-Level Warlord **Level 25 Soldier (Leader)****Medium natural humanoid** **XP 7,000****Initiative** +15 **Senses Perception** +13**Combat Leader** aura 10; +2 to initiative of the warlord and allies**HP** 215; **Bloodied** 107 **Healing Surge** 53; **Surges/Day** 3**AC** 40; **Fortitude** 39, **Reflex** 34, **Will** 38**Speed** 5⬇️ **+5 Resounding Flail** (standard; at-will) • **Weapon, Thunder**
+31 vs. AC; 2d10+17 damage (crit 5d6+37 thunder damage).⦿ **+2 Crossbow** (standard; at-will) • **Weapon**
Ranged 15/30; +24 vs. AC; 2d8+10 damage (crit 2d6+26).⬇️ **Cagey Blow** (standard; at-will) • **Martial, Weapon**
+31 vs. AC; 2d10+17 damage. If the target shifts before the end of the warlord's next turn, it provokes an opportunity attack from the warlord or an ally of the warlord's choice.⬇️ **Triumphant Onslaught** (standard; encounter) • **Martial, Weapon**
+31 vs. AC; 3d10+17 damage. Until the start of the warlord's next turn, all allies within 5 squares may make a melee basic attack as a free action at any time during their own turns; if an ally hits with this attack, it deals an extra 2d6 damage and the target is also knocked prone.⬇️ **Warlord's Bulwark** (standard; encounter) • **Martial, Weapon**
+31 vs. AC; 4d10+17 damage. Until the end of the warlord's next turn, the warlord and all allies adjacent to the warlord gain a +4 power bonus to all defenses.↔️ **Rousing Word** (minor 1/round; 3/encounter) • **Healing, Martial**
Close burst 15; the warlord or one ally within the burst can spend a healing surge and gain an additional 5d6 hit points.**Alignment** Any **Languages** Common**Skills** Diplomacy +23, Heal +18**Str** 24 (+19) **Dex** 13 (+13) **Wis** 12 (+13)**Con** 15 (+14) **Int** 16 (+15) **Cha** 22 (+18)**Equipment** +4 hydra armor, heavy shield, +5 resounding flail, +2 crossbow**30th-Level Warlord** **Level 30 Soldier (Leader)****Medium natural humanoid** **XP 19,000****Initiative** +18 **Senses Perception** +16**Combat Leader** aura 10; +2 to initiative of the warlord and allies**HP** 255; **Bloodied** 127 **Healing Surge** 63; **Surges/Day** 3**AC** 48; **Fortitude** 45, **Reflex** 40, **Will** 43**Speed** 5⬇️ **+5 Resounding Flail** (standard; at-will) • **Weapon, Thunder**
+36 vs. AC; 2d10+19 damage (crit 5d6+39 thunder damage).⦿ **+2 Crossbow** (standard; at-will) • **Weapon**
Ranged 15/30; +29 vs. AC; 2d8+12 damage (crit 2d6+28).⬇️ **Cagey Blow** (standard; at-will) • **Martial, Weapon**
+36 vs. AC; 2d10+19 damage. If the target shifts before the end of the warlord's next turn, it provokes an opportunity attack from the warlord or an ally of the warlord's choice.⬇️ **Triumphant Onslaught** (standard; encounter) • **Martial, Weapon**
+36 vs. AC; 3d10+19 damage. Until the start of the warlord's next turn, all allies within 5 squares may make a melee basic attack as a free action at any time during their own turns; if an ally hits with this attack, it deals an extra 2d6 damage and the target is also knocked prone.⬇️ **Warlord's Bulwark** (standard; encounter) • **Martial, Weapon**
+36 vs. AC; 4d10+19 damage. Until the end of the warlord's next turn, the warlord and all allies adjacent to the warlord gain a +5 power bonus to all defenses.↔️ **Rousing Word** (minor 1/round; 3/encounter) • **Healing, Martial**
Close burst 15; the warlord or one ally within the burst can spend a healing surge and gain an additional 6d6 hit points.**Alignment** Any **Languages** Common**Skills** Diplomacy +26, Heal +21**Str** 26 (+23) **Dex** 13 (+16) **Wis** 12 (+16)**Con** 15 (+18) **Int** 18 (+19) **Cha** 22 (+21)**Equipment** +5 wyrmscale hydra armor, heavy shield, +5 resounding flail, +2 crossbow

WIZARD

All NPC wizards have the *wizardry* and *staff of protection* abilities:

Wizardry

The wizard can use the *Ghost Sound*, *Light*, *Mage Hand*, and *Prestidigitation* wizard powers (4E D&D PLAYER'S HANDBOOK, pp. 158–59), and can use rituals as if it has the *Ritual Magic* feat.

Staff of Protection (immediate interrupt, when hit by an attack; encounter) • **Arcane**

The wizard gains a power bonus to any one defense against the triggering attack, the bonus equal to one-fifth the wizard's level (round up).

5th-Level Wizard	Level 5 Controller
Medium natural humanoid	XP 200
Initiative +4	Senses Perception +4
HP 42; Bloodied 21	Healing Surge 10; Surges/Day 1
AC 16; Fortitude 14, Reflex 16, Will 17; see also <i>staff of protection</i>	
Speed 6	
⬇ Staff (standard; at-will) • Weapon +4 vs. AC; 1d8 damage.	
⌚ Magic Bolt (standard; at-will) • Arcane, Implement Ranged 20; +6 vs. Reflex; 1d8+4 damage.	
↩ Forcewave (standard; at-will) • Arcane, Force, Implement Close blast 3; +6 vs. Fortitude; 1d6+4 damage, and the target is pushed 2 squares.	
☠ Noxious Cloud (standard; sustain minor; encounter) • Arcane, Implement, Poison, Zone Area burst 2 within 20 squares; +6 vs. Fortitude; 1d10+4 poison damage. The burst creates a zone of poisonous vapor that blocks line of sight until the end of the wizard's next turn. Creatures that enter the zone or start their turns there take 1d10+4 poison damage. As a move action, the wizard can move the zone up to 6 squares.	
Alignment Any	Languages Common
Skills Arcana +10, History +10	
Str 8 (+1)	Dex 14 (+4) Wis 14 (+4)
Con 12 (+3)	Int 17 (+5) Cha 12 (+3)
Equipment cloth armor, staff	

10th-Level Wizard	Level 10 Controller
Medium natural humanoid	XP 500
Initiative +7	Senses Perception +8
HP 72; Bloodied 36	Healing Surge 18; Surges/Day 1
AC 21; Fortitude 19, Reflex 22, Will 23; see also <i>staff of protection</i>	
Speed 6	
⬇ +1 Staff (standard; at-will) • Weapon +9 vs. AC; 1d8+2 damage (crit 1d6+10).	
⌚ Magic Bolt (standard; at-will) • Arcane, Implement Ranged 20; +12 vs. Reflex; 1d8+7 damage (crit 1d6+15).	
↩ Forcewave (standard; at-will) • Arcane, Force, Implement Close blast 3; +12 vs. Fortitude; 1d6+7 damage, and the target is pushed 3 squares.	
☠ Freezing Burst (standard; encounter) • Arcane, Cold, Implement, Zone Area burst 3 within 20 squares; +12 vs. Fortitude; 2d6+7 cold damage, and the target is immobilized until the end of the wizard's next turn. The burst creates a zone of ice that counts as difficult terrain until the end of the encounter or for 5 minutes.	
☠ Noxious Cloud (standard; sustain minor; encounter) • Arcane, Implement, Poison, Zone Area burst 2 within 20 squares; +12 vs. Fortitude; 1d10+7 poison damage. The burst creates a zone of poisonous vapor that blocks line of sight until the end of the wizard's next turn. Creatures that enter the zone or start their turns there take 1d10+7 poison damage. As a move action, the wizard can move the zone up to 6 squares.	
Alignment Any	Languages Common
Skills Arcana +14, History +14	
Str 8 (+4)	Dex 14 (+7) Wis 16 (+8)
Con 12 (+6)	Int 19 (+9) Cha 12 (+6)
Equipment cloth armor, +1 staff	

15th-Level Wizard	Level 15 Controller
Medium natural humanoid	XP 1,200
Initiative +9	Senses Perception +11
HP 103; Bloodied 51	Healing Surge 25; Surges/Day 2
AC 25; Fortitude 23, Reflex 27, Will 28; see also <i>staff of protection</i>	
Speed 6	
⬇ +2 Staff (standard; at-will) • Weapon +13 vs. AC; 1d8+4 damage (crit 2d6+12).	
⌚ Magic Bolt (standard; at-will) • Arcane, Implement Ranged 20; +17 vs. Reflex; 1d8+10 damage (crit 2d6+18).	
↩ Forcewave (standard; at-will) • Arcane, Force, Implement Close blast 3; +17 vs. Fortitude; 1d6+10 damage, and the target is pushed 4 squares.	
☠ Freezing Thunder (standard; encounter) • Arcane, Cold, Implement, Thunder, Zone Area burst 3 within 20 squares; +17 vs. Fortitude; 3d6+10 cold and thunder damage, and the target is knocked prone and immobilized until the end of the wizard's next turn. The burst creates a zone of ice that counts as difficult terrain until the end of the encounter or for 5 minutes.	
☠ Noxious Cloud (standard; sustain minor; encounter) • Arcane, Implement, Poison, Zone Area burst 2 within 20 squares; +17 vs. Fortitude; 1d10+10 poison damage. The burst creates a zone of poisonous vapor that blocks line of sight until the end of the wizard's next turn. Creatures that enter the zone or start their turns there take 1d10+10 poison damage. As a move action, the wizard can move the zone up to 6 squares.	
Alignment Any	Languages Common
Skills Arcana +17, History +17	
Str 9 (+6)	Dex 15 (+9) Wis 18 (+11)
Con 13 (+8)	Int 21 (+12) Cha 13 (+8)
Equipment +1 cloth armor, +2 staff, bracers of defense (level 7)	

20th-Level Wizard		Level 20 Controller	
Medium natural humanoid		XP 2,800	
Initiative +12		Senses Perception +14	
HP 135; Bloodied 67		Healing Surge 33; Surges/Day 2	
AC 30; Fortitude 29, Reflex 33, Will 33 see also <i>staff of protection</i>			
Speed 6			
⚔ +3 <i>Staff of the War Mage</i> (standard; at-will) • Weapon +18 vs. AC; 1d8+6 damage (crit 3d6+14).			
⚡ Magic Bolt (standard; at-will) • Arcane, Implement Ranged 20; +23 vs. Reflex; 1d8+13 damage (crit 3d8+21).			
↔ Forcewave (standard; at-will) • Arcane, Force, Implement Close blast 3; +23 vs. Fortitude; 1d6+13 damage, and the target is pushed 4 squares.			
☠ Deadly Cloud (standard; sustain minor; encounter) • Arcane, Implement, Poison, Zone Area burst 4 within 20 squares; +23 vs. Fortitude; 2d8+13 poison damage. The burst creates a zone of poisonous vapor that blocks line of sight until the end of the wizard's next turn. Creatures that enter the zone or start their turns there take 1d10+13 poison damage. As a move action, the wizard can move the zone up to 4 squares.			
☠ Freezing Thunder (standard; encounter) • Arcane, Cold, Implement, Thunder, Zone Area burst 3 within 20 squares; +23 vs. Fortitude; 3d6+13 cold and thunder damage, and the target is knocked prone and immobilized until the end of the wizard's next turn. The burst creates a zone of ice that counts as difficult terrain until the end of the encounter or for 5 minutes.			
Alignment Any		Languages Common	
Skills Arcana +21, History +21			
Str 9 (+9)	Dex 15 (+12)	Wis 18 (+14)	
Con 15 (+12)	Int 23 (+16)	Cha 13 (+11)	
Equipment +2 cloth armor, +3 staff of the war mage, bracers of defense (level 17)			

25th-Level Wizard		Level 25 Controller	
Medium natural humanoid		XP 7,000	
Initiative +15		Senses Perception +17	
HP 166; Bloodied 83		Healing Surge 41; Surges/Day 3	
AC 36; Fortitude 34, Reflex 38, Will 38 see also <i>staff of protection</i>			
Speed 6			
⚔ +4 <i>Staff of the War Mage</i> (standard; at-will) • Weapon +23 vs. AC; 2d8+9 damage (crit 4d6+25).			
⚡ Magic Bolt (standard; at-will) • Arcane, Implement Ranged 20; +28 vs. Reflex; 2d8+16 damage (crit 4d8+32).			
↔ Forcewave (standard; at-will) • Arcane, Force, Implement Close blast 3; +28 vs. Fortitude; 2d6+16 damage, and the target is pushed 5 squares.			
☠ Deadly Cloud (standard; sustain minor; encounter) • Arcane, Implement, Poison, Zone Area burst 4 within 20 squares; +28 vs. Fortitude; 2d8+16 poison damage. The burst creates a zone of poisonous vapor that blocks line of sight until the end of the wizard's next turn. Creatures that enter the zone or start their turns there take 1d10+16 poison damage. As a move action, the wizard can move the zone up to 4 squares.			
☠ Thunderchill (standard; encounter) • Arcane, Cold, Implement, Thunder, Zone Area burst 3 within 20 squares; +28 vs. Fortitude; 4d6+16 cold and thunder damage, and the target is knocked prone and stunned until the end of the wizard's next turn. The burst creates a zone of ice that counts as difficult terrain until the end of the encounter or for 5 minutes.			
Alignment Any		Languages Common	
Skills Arcana +24, History +24			
Str 10 (+12)	Dex 16 (+15)	Wis 20 (+17)	
Con 16 (+15)	Int 25 (+19)	Cha 14 (+14)	
Equipment +4 sunleaf feyweave armor, +4 staff of the war mage, bracers of defense (level 17), Keoghtam's ointment			

30th-Level Wizard		Level 30 Controller	
Medium natural humanoid		XP 19,000	
Initiative +18		Senses Perception +21	
HP 196; Bloodied 98		Healing Surge 49; Surges/Day 3	
AC 40; Fortitude 39, Reflex 44, Will 44 see also <i>staff of protection</i>			
Speed 6			
⚔ +6 <i>Staff of the War Mage</i> (standard; at-will) • Weapon +28 vs. AC; 2d8+11 damage (crit 6d6+27).			
⚡ Magic Bolt (standard; at-will) • Arcane, Implement Ranged 20; +35 vs. Reflex; 2d8+20 damage (crit 6d8+36).			
↔ Forcewave (standard; at-will) • Arcane, Force, Implement Close blast 3; +35 vs. Fortitude; 2d6+20 damage, and the target is pushed 6 squares.			
☠ Lethal Cloud (standard; sustain minor; encounter) • Arcane, Implement, Poison, Zone Area burst 4 within 20 squares; +35 vs. Fortitude; 2d8+20 poison damage. The burst creates a zone of poisonous vapor that blocks line of sight until the end of the wizard's next turn. Creatures that enter the zone or start their turns there take 2d8+20 poison damage and are slowed until the end of their next turn. As a move action, the wizard can move the zone up to 6 squares.			
☠ Thunderchill (standard; encounter) • Arcane, Cold, Implement, Thunder, Zone Area burst 3 within 20 squares; +35 vs. Fortitude; 4d6+20 cold and thunder damage, and the target is knocked prone and stunned until the end of the wizard's next turn. The burst creates a zone of ice that counts as difficult terrain until the end of the encounter or for 5 minutes.			
Alignment Any		Languages Common	
Skills Arcana +28, History +28			
Str 10 (+15)	Dex 16 (+18)	Wis 22 (+21)	
Con 16 (+18)	Int 27 (+23)	Cha 14 (+17)	
Equipment +4 sunleaf feyweave armor, +6 staff of the war mage, bracers of defense (level 27), Keoghtam's ointment			



APPENDIX 2A: RACE TEMPLATES

THESE TEMPLATES ARE DESIGNED for use with the simple NPCs given in Appendix Two. They differ from other templates in that they do not increase the affected NPC to elite status. These templates are entirely optional, designed only to add flavor to NPCs in your game — for the purpose of one quick encounter, the abilities offered here to NPCs are unlikely to greatly alter the encounter's outcome.

DARK ELF

Dark Elf NPC	XP Standard
Perception darkvision	
Speed 6 (base)	
Defenses +1 Will	
Saving Throws +5 vs. sleep	
Languages Elven	
POWERS	
⊕ Rapier (standard; at-will) • Weapon Level + 3 vs. AC; 1d8 + one-third level + Strength or Dexterity (whichever is higher). At 21st level, increase damage to 2d8 + one-third level + Strength or Dexterity (whichever is higher).	
⊗ Hand Crossbow (standard; at-will) • Weapon Ranged 10/20; level + 2 vs. AC; 1d6 + one-third level + Dexterity. At 21st level, increase damage to 2d6 + one-third level + Dexterity.	
Obscure Self (standard; encounter) • Arcane, Illusion The dark elf gains concealment and a +2 bonus to all defenses until the end of its next turn.	

DRAGONKIN

Dragonkin NPC	XP Standard
Speed 6 (base)	
Languages Draconic	
POWERS	
↔ Breath Weapon (minor; encounter) • Acid, Cold, Fire, Lightning, or Poison Close blast 3; level + 1 vs. Reflex; 1d6 + one-third level + Constitution. At 11th level, increase area to close blast 5, attack bonus to level + 3, and damage to 2d6 + one-third level + Constitution. At 21st level, increase area to close blast 5, attack bonus to level + 5, and damage to 3d6 + one-third level + Constitution. Special: When first making the NPC, choose the power's damage type: acid, cold, fire, lightning, or poison. This choice remains throughout the NPC's life and does not change the power's other effects.	
Draconic Fury When bloodied, the dragonkin gains a +1 racial bonus to attack rolls.	
Vitality of Dragons The dragonkin's healing surge value is equal to one-quarter of its maximum hit points plus its level.	

DWARF

Dwarf NPC	XP Standard
Perception low-light vision	
Speed 5 (base) (unaffected by armor or encumbrance)	
Saving Throws +5 vs. poison	
Languages Dwarven	
POWERS	
⊕ Warhammer (standard; at-will) • Weapon Level + 3 vs. AC; 1d10 + one-third level + Strength. At 21st level, increase damage to 2d10 + one-third level + Strength.	
Dwarven Hardiness The dwarf can use its second wind as a minor action instead of a standard action.	
Stand Firm When an effect forces the dwarf to move—through a pull, a push, or a slide—it can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force the dwarf to move unless it wants to. In addition, when an attack would knock the dwarf prone, it can immediately make a saving throw to avoid falling prone.	

ELADRIN

Eladrin NPC	XP Standard
Perception low-light vision	
Speed 6 (base)	
Defenses +1 Will	
Saving Throws +5 vs. charm	
Languages Elven	
POWERS	
⊕ Longsword (standard; at-will) • Weapon Level + 2 vs. AC; 1d8 + one-third level + Strength. At 21st level, increase damage to 2d8 + one-third level + Strength.	
Fae Step (move; encounter) • Teleportation The eladrin teleports up to 5 squares.	

ELF

Elf NPC	XP Standard
Perception low-light vision	
Speed 7 (base)	
Languages Elven	
POWERS	
⊗ Longbow (standard; at-will) • Weapon Ranged 20/40; level + 2 vs. AC; 1d10 + one-third level + Dexterity. At 21st level, increase damage to 2d10 + one-third level + Dexterity.	
Sure Step The elf ignores difficult terrain when it shifts.	
Deadly Precision (free; encounter) The elf rerolls an attack roll it has just made. The elf keeps the second result, even if it's lower.	

FIENDLING

Fiendling NPC XP Standard

Perception low-light vision

Speed 6 (base)

POWERS

⊕ **Short Sword** (standard; at-will) • **Weapon**

Level + 3 vs. AC; 1d6 + one-third level + Strength.

At 21st level, increase damage to 2d6 + one-third level + Strength.

Abyssal Fury (minor; encounter)

The fiendling gains a +1 power bonus to its next attack roll. If the attack hits, the fiendling deals additional damage equal to one-third its level.

Bloodhunger

The fiendling gains a +1 racial bonus to damage rolls against bloodied targets.

Infernal Resistance

When first making the NPC, choose a damage type: acid, cold, fire, lightning, or poison. The fiendling gains resistance 5 + one-half level to that damage type. This choice remains throughout the NPC's life.

HALF-ELF

Half-Elf NPC XP Standard

Perception low-light vision

Speed 6 (base)

Defenses +1 Fortitude, +1 Will

Languages Elven

POWERS

Breadth of Talent

The half-elf gains one extra skill from its class list. It also gains one at-will power from another class; it may use this power as an encounter power.

HALF-ORC

Half-Orc NPC XP Standard

Perception low-light vision

Speed 7 (base)

Defenses +1 Fortitude

Languages Giant

POWERS

⊕ **Battleaxe** (standard; at-will) • **Weapon**

Level + 2 vs. AC; 1d10 + one-third level + Strength.

At 21st level, increase damage to 2d10 + one-third level + Strength.

Furious Attack (free, when the half-orc hits with a melee attack; encounter)

The half-orc deals an additional 1d8 damage. At 16th level, this damage increases to 2d8.

HALFLING

Halfling NPC XP Standard

Size Small

Speed 6 (base)

Saving Throws +5 vs. fear

POWERS

Nimbleness

The halfling gains a +2 racial bonus to AC against opportunity attacks.

Lucky Dodge (immediate interrupt, when hit by an attack; encounter)

The enemy must roll its attack again. The enemy keeps the second result, even if it's lower.

HUMAN

Human NPC XP Standard

Speed 6 (base)

Defenses +1 Fortitude, +1 Reflex, +1 Will

POWERS

Depth of Talent

The human gains one extra skill from its class list and one at-will power from its class.



APPENDIX 3: CREATURES BY LEVEL

EVERY MONSTER IN THE BOOK APPEARS ON THIS LIST, which is sorted alphabetically by level and monster role. Leaders are indicated with an (L).

Monster	Level and Role	Page
Totem of Pain	1 Artillery	
Totem of Rage	1 Elite Brute	
Totem of Hate	1 Lurker	
Blood Moth	1 Minion	
Ratfolk Biter	1 Minion	
Sentry Crow	1 Minion	
Murdersprite	1 Skirmisher	
Dart Blossom	2 Artillery	
Lightning Hawk	2 Artillery	
Coal Goblin Sneak	2 Lurker	
Charfiend Harasser	2 Minion	
Coal Goblin	2 Minion	
Spider-Eye Goblin	2 Minion	
Charfiend Raider	2 Skirmisher	
Spider-Eye Goblin Warrior	2 Skirmisher	
Ratfolk Warrior	2 Skirmisher	
Ratfolk Chucker	3 Artillery	
Acid Shambler	3 Brute	
Child Trap	3 Controller	
Dread Raven	3 Lurker	
Dream Snake	3 Elite Lurker	
Coal Goblin Warrior	3 Skirmisher	
Piterin Scout	3 Skirmisher	
Albadian Battle dog	3 Soldier	
Tattooed Corpse	3 Soldier	
Blood Zombie	4 Brute	
Dananshee	4 Controller (L)	
Bleak Crow	4 Lurker (L)	
Asaatthi Blade	4 Minion	
Albadian Wolf	4 Skirmisher	
Asaatthi Stalker	4 Skirmisher	
Proud Brave	4 Skirmisher	
Scythe Falcon	4 Skirmisher	
Blood Moth Swarm	4 Soldier	
Piterin Soarer	5 Artillery	
Dwarf Hound	5 Brute	
Hill Howler	5 Brute	
Proud Warrior	5 Brute	
Spider-Eye Goblin Champion	5 Brute	
Charfiend Caitiff	5 Controller (L)	
Coal Goblin Deepstabber	5 Elite Lurker	
Ethereal Destrier	5 Skirmisher	
Belsamaug	5 Skirmisher	
Ghoul Hound	5 Soldier	
Giant Wolfspider Websteed	5 Soldier	

Monster	Level and Role	Page
Coal Goblin Daggerpriest	6 Artillery (L)	
Tattooed Corpse Mage	6 Artillery	
Venom Golem	6 Elite Brute	
Grim Puppeteer	6 Lurker	
Serpent Root	6 Lurker	
Carcass Spawn	6 Minion	
Ratfolk Gnawer	6 Minion	
Scythe Harpy	6 Skirmisher	
Slarecian Shadow	6 Elite Skirmisher	
Asaatthi Baneguard	6 Soldier	
Ratfolk Tailfighter	6 Soldier	
Trogodon Shredder	7 Brute	
Angler Ooze	7 Elite Brute	
Slarecian Ghast	7 Elite Brute	
Asaatthi Witchblade	7 Controller	
Brine Hag	7 Controller	
Piterin Huntmaster	7 Controller (L)	
Proud Sentinel	7 Controller	
Alley Reaper	7 Elite Lurker	
Canopy Creeper	7 Elite Lurker	
Night-Touched Mastiff	7 Skirmisher	
Sand Wyvern	7 Skirmisher	
Chardun-Slain Warrior	7 Soldier	
Forge Beast	7 Soldier	
Ice Ghoul Reaver	8 Brute	
Murdersprite Dreadwind	8 Brute	
Rumbler	8 Brute	
Silverback Howler	8 Brute (L)	
Belsamaug Shadowfiend	8 Controller (L)	
Ice Ghoul	8 Controller	
Ratfolk Oracle	8 Elite Controller (L)	
Hamadryad	8 Lurker	
Slarecian Shadow Lord	8 Elite Lurker	
Asaatthi Fang	8 Minion	
Dunefish Swarm	8 Skirmisher	
Giant Wolfspider	8 Skirmisher	
Hollow Knight	8 Soldier	
Blight Wolf	8 Elite Soldier	
Mock Dragon	9 Brute	
Blade Hood	9 Elite Brute	
Carcass	9 Controller (L)	
Green Piscean	9 Controller	
Proud Consecrate	9 Controller (L)	
Shackledeath	9 Controller	
Goblin Bear	9 Elite Controller	
Slarecian Gargoyle	9 Elite Lurker	
Ghoul Bloodhound	9 Skirmisher	
Mist Walker	9 Soldier	
Trogodon Warmonger	9 Soldier	
Proud Chieftain	9 Elite Soldier (L)	

Monster	Level and Role	Page
Asaatthi Maleficent	10 Elite Artillery (L)	
Poisonbearer Ghoul	10 Brute	
Unhallowed Knight	10 Brute	
Hornsaw Unicorn	10 Elite Brute (L)	
Plague Croc	10 Elite Brute	
Wood Golem	10 Elite Brute	
Seawrack Dragon, Lesser	10 Solo Brute	
Legion of One Spawn	10 Skirmisher	
Storm Hag	10 Skirmisher	
Chardun-Slain Captain	10 Soldier (L)	
Mock Dragon Battlesteed	10 Soldier	
Ratfolk Strategos	10 Elite Soldier (L)	
Vengaurak Spitter	11 Artillery	
Keffiz	11 Brute	
Steppe Troll	11 Brute	
Trogon Slaughterer	11 Controller (Leader)	
Undead Ooze	11 Elite Controller	
Night Tyrant	11 Lurker	
Vengaurak Slasher	11 Minion	
Valraven	11 Skirmisher	
Peranikyt Swarm	11 Skirmisher	
Burned One	11 Soldier	
Coreanic Steed	11 Soldier	
High Gorgon Slayer	11 Soldier	
Paragon Crocodile	11 Elite Soldier	
High Gorgon Thaumaturge	12 Artillery	
Tauran Mystic	12 Artillery (L)	
Great Horned Boar	12 Brute	
Vengaurak Mauler	12 Brute	
Low Gorgon	12 Elite Brute	
Red Piscean	12 Elite Brute	
Black Piscean	12 Controller	
Narleth Underling	12 Minion	
Tauran Hunter	12 Skirmisher	
Narleth	12 Soldier	
Spire Wyvern	12 Soldier	
Hollow Naga	12 Elite Soldier	
Ice Hag	13 Brute	
Crimson Ooze	13 Elite Brute	
Dread Reaper	13 Elite Brute	
Unhallowed Priest	13 Controller (L)	
Dire Goblin Bear	13 Elite Controller	
Dune Delver	13 Lurker	
Shard Spider	13 Skirmisher	
Urian Harrier	13 Skirmisher	
Hollow Knight Commander	13 Soldier (L)	
Overghast	13 Soldier (L)	

Monster	Level and Role	Page
Slon	14 Brute	
Thunderbones	14 Brute	
Crown Naga	14 Elite Controller	
Unhallowed Thief	14 Lurker	
Icewreck Dragon, Lesser	14 Solo Lurker	
Bloodmare	14 Skirmisher	
Celestian	14 Skirmisher	
Omen Wolf	14 Elite Skirmisher	
Iron Serpent	14 Soldier	
Legion of One	15 Brute (L)	
Mock Dragon, Greater	15 Elite Brute	
Narleth Champion	15 Controller	
High Gorgon Blood Witch	15 Elite Controller (L)	
Moon Hag	15 Lurker	
Saber Spider	15 Soldier	
Steel Giant	15 Soldier	
Vengaurak Ripper	15 Elite Soldier	
Storm Hag Matron	16 Elite Artillery (L)	
Bone Horror	16 Brute	
Trogon Juggernaut	16 Brute	
Steppe Troll Chieftain	16 Brute (L)	
Ice Golem	16 Elite Controller	
Firewreck Dragon, Lesser	16 Solo Controller	
Glutton Locust Swarm	16 Skirmisher	
Sandmasker Warrior	16 Soldier	
Black Piscean Elder	17 Artillery (L)	
Dune Delver Hulk	17 Brute	
Barrow Worm	17 Elite Lurker	
Bloodmist Naga	17 Elite Lurker	
Cave Shrike	17 Lurker	
Unhallowed Champion	17 Elite Soldier	
Woodwreck Dragon, Lesser	18 Solo Artillery	
Copper Golem	18 Elite Brute	
Yellowhorn Gargoyle	18 Elite Lurker	
Mist Hunter	18 Soldier	
Flailing Dreadnought	19 Brute	
Seawrack Dragon, Greater	19 Solo Brute	
Saber Spider Queen	19 Controller	
Paragon Lord Crocodile	19 Elite Soldier	
Steel Giant, Elder	19 Elite Soldier	
Gaurak Troll	20 Brute	
Slon Gravekeeper	20 Brute	
Maw Delver	20 Controller	
Ironhood Serpent	20 Elite Soldier	

Monster	Level and Role	Page
Narleth Paragon	21 Brute	
Sand Witch	21 Controller (L)	
Celestian, Elder	21 Elite Controller	
Iron Tusker	22 Brute	
Stonebuilder Ooze	22 Elite Controller	
Great Harrier	22 Elite Soldier	
Lead Golem	23 Elite Controller	
Icewrack Dragon, Greater	23 Solo Lurker	
Slaver's Pet	23 Soldier	
Iron Wyrn	24 Elite Brute	
Bone Lord	24 Soldier	
Specter Swarm	24 Skirmisher	
Firewrack Dragon, Greater	25 Solo Controller	
Carnivorous Tree	25 Elite Soldier	
Barrow Terror	26 Elite Lurker	
Storm Phoenix	26 Elite Skirmisher	
Woodwrack Dragon, Greater	27 Solo Artillery	
Sand Hulk	27 Elite Brute	
Patient Doomspider	27 Elite Lurker	
Ancient Celestian	28 Elite Artillery	
Truewit Boar	29 Brute	
Black Phoenix	30 Elite Lurker	
Doom Mite Swarm	31 Skirmisher	
Mithril Golem	32 Solo Soldier	
Athentia, the Great Sphinx	33 Solo Controller	

