



RACES OF THE SHROUD
THE APELORD

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RACES OF THE SHROUD: THE APELORD

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APELORD

Fierce, intelligent apes from the once-frozen North, changed forever by the touch of the Shroud.

RACIAL TRAITS

Average Height: 5' 6"-6' 5"

Average Weight: 280-420 lb.

Ability Scores: +2 Strength, +2 Dexterity

Size: Medium

Speed: 7 squares (see also *ape climbing*, below)

Vision: Low-light

Languages: Common

Skill Bonuses: +2 Acrobatics, +2 Athletics

Ape Climbing: You have a *climb speed* of 5 squares, meaning you do not need to make Athletics skill rolls to climb under most circumstances. You do not grant combat advantage while climbing.

Treetop Tumbling: Reduce the height of any fall you take by 10 feet before calculating damage. You do not fall prone from a fall unless bloodied.

Arms Like Clubs: When you make an unarmed attack, you may use the statistics of a club (**D&D 4E PLAYER'S HANDBOOK**) instead of bare hands. This includes both proficiency bonus and damage.

Rending Blows: You can use *rending blows* as an encounter ability.

Shroudborn Origin: Your ancestors were touched by the Shroud, giving you intelligence and other strange affinities. You are considered a creature of the Shroud for the purpose of effects that relate to creature origin.



The apelords, once savage apes living in the frozen forests of the North, were changed by the mists of the Shroud forever, giving them the minds of men. Now nomads, they wander the Shroud and beyond, their home forests overrun by the living dead.

Play an apelord if you want...

- ♦ to look like a gorilla.
- ♦ to play a highly mobile, acrobatic character.
- ♦ to be a member of a race that favors the fighter, ranger, and rogue classes.

Rending Blows

Racial Power

With savage fury, you strike out twice with your bare hands.

Encounter

Standard Action Melee weapon

Target: One creature

Requirement: You must be bare-handed.

Attack: Strength vs. AC, two attacks

Hit: 1[W] + Strength modifier damage.

PHYSICAL QUALITIES

Powerful and broad, apelords cannot hide their animal ancestry. While as tall as humans on average, apelords are much heavier due to their wide chests and thick arms. These well-developed arms allow apelords to easily climb obstacles others would balk at. They can also rain powerful blows down on their opponents in melee combat even when unarmed. While not as

top-heavy as their ape ancestors, apelords have legs that are proportionally smaller than those of a human. When relaxing, they often hunch slightly and prefer to sit leaning forward on their arms. All apelord religious rituals are done sitting with legs crossed, leaning forward on the apelord's extended arms, mimicking the stance of their animal ancestors.

Apelords are covered in a thick layer of fur that they rely on to survive the cold of their arctic homeland. This fur is usually brown, red, or gray in color during the summer, but the fur of most apelords turns white or light gray during winter months. Rarely, apelords have black fur and such individuals are usually gifted by the ancestor spirits as speakers or have other magical abilities. These gifted few are treated by other apelords with a wary respect even from a young age. Some believe such individuals are blessed by the ancestors or the Walker in Mist, while others believe it is the influence of the Shroud.

In the face, apelords are little different from their pre-Shroud ancestors. Their faces are extremely expressive. Apelords make frequent use of exaggerated facial expressions in communication in place of speech, sharing a look of grief instead of words of comfort. They often find the facial expressions of other races confusingly subtle.

PLAYING AN APELORD

Apelords are a deeply traditional people who look to their ancestors for guidance and support. A relatively young race, the first apelords are only a handful of generations removed from the current generation and their spirits have remained in this world to aid their people rather than passing in to the next. Some apelords believe that the Walker in Mist is still building an afterlife worthy of them, while others believe that the Shroud keeps their spirits in this world. In either case, the ancestral spirits are a common fact of life in their tribes, and apelords call on them regularly. Due to their nomadic nature and inability to bury their dead in the frozen ground of their homeland, apelords traditionally cremate their dead and each tribe has an ashbringer whose job it is to carry the ashes of the tribe's ancestors. Unfortunately these ashes make tempting targets for necromancers who can use them to control the ancestor spirits, making the position of ashbringer very dangerous.

The apelords first lived in the massive Forest of the White Sky on the northern edge of the Ghostcrag Peaks. Now they have been pushed to its edges by the undead that the Shroud has spawned in the region. The Forest of White Sky is said to be the construct of an ancient civilization due to the many specially-formed trees and structures in the forest. Massive wooden paths dozens of feet in the air stretch for miles, linking different regions of the forest. These elevated paths, called branchroads, are the most common remnant of the ancient civilization. Woodhavens, cities hollowed out of trees, and crypts burrowed into dead trees are also scattered across the Forest of the White Sky. The apelords used many of these areas during their earliest days, but now they travel only the most remote branchroads for fear of encountering the undead that plague the more centrally-located branchroads and woodhavens.

Having little history, the apelords have quickly developed a strong sense of community and numerous rules of society in response to the ever-present threat of undead attack. They show their elders great respect and they are very community minded. Their communities have little crime. While normally gentle among their own kind, apelords still possess their ancestors' bestial fury and they can be terrifying in combat, beating opponents into a bloody pulp with nothing more than their bare hands.

Apelord Characteristics: Ferocious, nomadic, powerful, proud, respectful, self-reliant, traditional, tribal

Male Names: Borsif of Many Paths, Grash fal Dun, He Who Walks Above, Jarll Whose Arms Rend Bone, Kallil the Icebreaker, Orus kri Snowbreaker, Raril isn Kroth, Saldi fal Firoth, Speaker to the Ice Winds, Teacher of Crows, Vulgon the Swift, Yurgh of the White

Female Names: Alya isn Huril, Grasps At The Sun, Jan-Ri Twice Favored, Karias That Shatters Stone, Keeper of the Snow Road, Speaker to the Spring Dawn, Tai bal Sorias, Wayi Treewanderer, Yasha bal Tosk



APELORD ADVENTURERS

Three sample Apelord adventurers are described below.

Murik fal Narras is an apelord fighter who had been a member of the Black Tree tribe before it was wiped out by a horde of zombies that boiled up from one of the ancient tree-tombs. The lone survivor, Murik fal Narras began a long campaign of hit-and-run tactics on the undead horde and its necromancer master, Korus the Deadwalker, slowly whittling their numbers down with attacks from above and lightning fast nighttime assaults. Unfortunately, Korus has wised up and has fortified one of the woodhavens in the Forest of the White Sky, so Murik must find allies to complete his revenge.

Brell Who Hunts Clouds is an apelord ranger who has left the Night Branch tribe to recover the ashes of her ancestors. When her tribe's ashbringer was killed by a scourge of ghouls, the monsters took his body and the ashes, condemning the tribe's ancestors to servitude under whichever of the Shroud-touched necromancers who controlled the fiends. The greatest hunter of her tribe, Brell has undertaken a quest to find this necromancer, kill him, and free her people's ancestors from their torment.

Tahn Without Family, an apelord rogue, is an outcast among his own people. His tribe banished him for stealing a sacred totem from his tribe's speakers and selling it to an outsider, a human from the south. Tahn could not convince his tribe the truth of the matter: that he was forced to commit the crime to stop the human from taking the totem by force and wiping out the tribe using an army of mercenaries. Thus, Tahn left his tribe and headed south into the human lands, where he hopes to recover the totem. He has little to go on and knows nothing other cultures, but Tahn will not return home until he can regain his place in the tribe.

NEW FEATS

Apelord characters may select from a number of feats.

HEROIC TIER FEATS

ARMS LIKE MACES [APELORD]

Prerequisites: Apelord

Benefit: Your unarmed attack damage is increased one die size, to 1d8.

FAST CLIMBER [APELORD]

Prerequisites: Apelord

Benefit: Add 2 to your climb speed, now equal to your ground speed (starting at 7).

NOCTURNAL BLOOD [APELORD]

Prerequisites: Apelord

Benefit: You gain a +4 feat bonus to your Initiative and a +2 feat bonus to your Perception in dark or low-light circumstances.

You need only four hours to benefit from an extended rest taken during daylight hours.

PREHENSILE FEET [APELORD]

Prerequisites: Apelord

Benefit: You may use your feet to perform fine manipulation (lockpicking, writing, hold a small object) at no penalty. This does *not* include the ability to use your feet to wield weapons, hold a shield, or use powers.

TALL-TREE TUMBLER [APELORD]

Prerequisites: Apelord, *treetop tumbling* racial ability

Benefit: You *never* fall prone when you fall, even when you take damage. Further reduce the height of any fall you take by 20 feet instead of 10 before calculating damage.

PARAGON TIER FEAT

This feat is available to any Apelord that satisfies the prerequisites. Replaces any one of your character's Encounter attack powers of 11th level or higher.

APE FROM ABOVE [APELORD]

Prerequisites: Apelord, *treetop tumbling* racial ability, *tall-tree tumbler* feat

Benefit: You gain the *ape from above!* racial attack power, replacing one of your standard encounter attack powers.

In addition, reduce the height of any fall you take by 30 feet instead of 20 before calculating damage.

Ape From Above!

Feat Power

Dropping onto your opponent from a great height, you encourage him to cushion your fall with his corpse.

Encounter ♦ **Weapon**

Standard Action **Ranged** 6 squares (downward)

Target: One creature located below you

Requirement: You must be wielding a melee weapon. This attack must be started from a height of at least 10 feet.

Attack: Dexterity +2 vs. AC

Hit: 2[W] + Strength modifier damage. Add 1d10 damage for every 2 squares (10 feet) you drop onto your target.

Effect: Shift up to 6 squares straight down as you drop down onto your opponent (this does not consume your move action). You must be able to land in an unoccupied square adjacent to your foe.

THE APELORDS

Apelords are a young race of strong, mobile warriors and nomads, few in number but fiercely proud of their newfound intelligence. Followers of The Walker in Mist, they wander the lands of the Shroud without a home.

Some, however, have fallen victim to the twisting evils of the Shroud...

Apelord Nomad

Level 4 Minion

Medium natural humanoid

XP 44

Initiative +2

Senses Perception +0; low-light vision

HP 1; a missed attack never damages a minion.

AC 16; **Fortitude** 15, **Reflex** 14, **Will** 12

Speed 7, climb 5

⊕ **Bare-handed Bash** (standard; at-will)

+9 vs. AC; 5 damage

⊕ **Javelin** (standard; at-will) ♦ **Weapon**

Ranged 10/20; +8 vs. AC; 5 damage

Alignment Unaligned **Languages** Common

Skills Athletics +8, Acrobatics +7

Str 17 (+3)

Dex 14 (+2)

Wis 10 (+0)

Con 10 (+0)

Int 8 (-1)

Cha 8 (-1)

APELORD NOMAD TACTICS

The apelord nomad is no fan of open combat. It prefers to strike from an elevated position. It makes the most of its climbing ability to get into striking position and then hurl javelins at its foes.

Apelord Watcher

Level 6 Soldier

Medium natural humanoid

XP 250

Initiative +8

Senses Perception +10; low-light vision

HP 70; **Bloodied** 35

AC 22; **Fortitude** 19, **Reflex** 18, **Will** 14

Speed 7, climb 5

⊕ **Bare-handed Bash** (standard; at-will)

+13 vs. AC; 1d6+6 damage, and the target is marked (save ends).

⊕ **Bolo** (standard; recharge ☞☞☞) ♦ **Weapon**

Ranged 5/10; +11 vs. Reflex; 2d6 damage and the target is both knocked prone and slowed (save ends).

⊕ **Stunning Rend** (standard; recharge ☞☞)

The watcher makes two *bare-handed bash* attacks against the same target; if both hit, the target is stunned until the end of its next turn.

Take Shelter! (immediate reaction, when missed by an enemy melee attack; at-will)

Slide one adjacent ally or ally adjacent to the attacker one square away from the attacker.

Alignment Unaligned **Languages** Common

Skills Athletics +14, Acrobatics +8

Str 19 (+7)

Dex 16 (+6)

Wis 15 (+5)

Con 14 (+5)

Int 8 (+2)

Cha 11 (+3)

Equipment bolos, chainmail, shield

APELORD WATCHER TACTICS

The apelord watcher looks after other allies first and foremost. It uses its mobility to get into melee quickly and uses its abilities to halt foes. This gives allies needed distance or better positioning for attacking. The watcher reserves its *bolo* attack for opponents who seem most able to hurt the watcher's allies in melee combat. However, it is not above using the bolo to slow an enemy's retreat or to take prisoners.

Apelord Stalker		Level 5 Lurker
Medium natural humanoid		XP 200
Initiative +10	Senses Perception +4; low-light vision	
HP 49; Bloodied 24		
AC 19; Fortitude 17, Reflex 18, Will 16		
Speed 7, climb 5		
⚔ Long Knife (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d6+6 damage.		
⚔ Throwing Dagger (standard; at-will) ♦ Weapon		
Ranged 10/20; +10 vs. AC; 1d4+6 damage.		
⚔ Plummeting Strike (standard; encounter) ♦ Weapon		
Ranged 6; +10 vs. AC; 3d6 damage. Target must be positioned at a lower elevation than the stalker. The stalker shifts to an unoccupied square adjacent to the target. This square must be of an equal or lower elevation than the target.		
Combat Advantage		
The stalker deals an extra 1d6 damage to any target it has combat advantage against.		
Elevated Position		
The stalker gains combat advantage against any opponent at a lower elevation (at least 1 square) than the stalker.		
Up and Over (move action; while bloodied; at-will)		
The stalker shifts two squares. One square of this movement must be up or down a vertical surface.		
Alignment Unaligned Languages Common		
Skills Athletics +8, Acrobatics +14, Stealth +14		
Str 16 (+5)	Dex 19 (+6)	Wis 14 (+4)
Con 13 (+3)	Int 10 (+2)	Cha 12 (+3)
Equipment short sword, leather armor, throwing knives		

APELORD STALKER TACTICS

Apelord stalkers prefer to start a fight concealed and in an elevated position. Once their quarry comes within range, they open with a *plummeting strike*. If they do not take their opponent down quickly, then as soon as they are bloodied, they use *up and over* to take back the advantage—or retreat.

Apelord Swinger		Level 4 Skirmisher
Medium natural humanoid		XP 175
Initiative +8	Senses Perception +9; low-light vision	
HP 52; Bloodied 26		
AC 18; Fortitude 17, Reflex 17, Will 16		
Speed 7, climb 5		
⚔ Bash (standard; at-will)		
+9 vs. AC; 1d6+5 damage.		
⚔ Opportunistic Rend (standard; at-will)		
+9 vs. AC; 1d6+5 damage. Hit: The seeker may make a <i>bash</i> attack against the same target as a move action.		
⚔ Demoralizing Blow (standard; encounter) ♦ Fear		
+7 vs. Will; 3d6+5 damage and the target is weakened (save ends).		
⚔ Acrobatic Gambit (standard; recharge ☞☞)		
The seeker makes two basic melee attacks, either both against the same target or one each against two targets. The seeker shifts 1 square for each attack that <i>misses</i> .		
Rope Fighter		
When hanging from a rope or other swinging implement, the seeker gains +1 to hit on its attacks, does not grant combat advantage, and may perform some or all of its movement by swinging, with no skill check needed.		
Alignment Unaligned Languages Common		
Skills Athletics +7, Acrobatics +12		
Str 17 (+5)	Dex 16 (+5)	Wis 15 (+4)
Con 12 (+3)	Int 12 (+3)	Cha 9 (+1)
Equipment leather armor, rope, climbing gear		

APELORD SWINGER TACTICS

An apelord swinger prefers to choose where it fights. It seeds the area with plenty of ropes or vines to swing from. During combat, the swinger uses *rope fighter* to hit the most aggressive opponent with a *demoralizing blow* to dull the enemy's strikes. Then the apelord swinger grabs the best position with his *acrobatic gambit*.



Apelord Speaker Level 6 Elite Controller (Leader)

Medium natural humanoid XP 500

Initiative +6 Senses Perception +5; low-light vision

HP 136; Bloodied 68

AC 22; Fortitude 18, Reflex 21, Will 20

Saving Throws +2

Speed 7, climb 5

Action Points 1

⚔ Staff (standard; at-will) ♦ Weapon

+11 vs. AC; 1d6+5 damage.

Call Spirit (standard; sustain free; at-will)

Ranged 10. The speaker calls forth a spirit of its choosing (see below): one of the **elements**, one of the **ancestors**, or one of the **wild**. The spirit manifests as an intangible but visible presence in any square within range, but may not itself be targeted or damaged. This is obvious to anyone who makes a successful Arcana, Religion, or Perception check (DC 10). Allies and enemies alike may pass through the spirit's square, but may not end their move there. If a second spirit is called, any previously-called spirits immediately vanish.

Command Spirit (move; at-will)

The speaker may slide the spirit up to 6 squares, even through occupied squares so long as it ends its move in an unoccupied square. If the speaker's turn ends and the spirit is more than 10 squares away, the spirit vanishes and must be called again.

Spiritual Abilities

The speaker's abilities are different depending on which spirit it has summoned. Refer to the following ability blocks as appropriate.

Alignment Unaligned Languages Common

Skills Athletics +7, Acrobatics +12

Str 14 (+5) Dex 16 (+6) Wis 15 (+5)

Con 12 (+4) Int 13 (+4) Cha 19 (+7)

Equipment staff, robes, unguents, herbs

APELORD SPEAKER TACTICS

An apelord speaker selects its spirits wisely, often summoning only one during the course of battle. It calls a *spirit of the ancestors* to make a tactical retreat, fight the undead, or sow seeds of confusion among the enemy by blinding or deafening key combatants. It calls a *spirit of the elements* to inflict maximum damage over the largest number of foes, setting them on fire and knocking them off their feet. It calls a *spirit of the wild* when its opponents are fewer in number or highly mobile, using paralyzing poison and fear to freeze the enemy in its tracks.

Spirit of the Ancestors Abilities (Speaker)

The following abilities are available to the speaker only when it has called a spirit of the ancestors.

✧ Voice of the Fallen (standard; at-will) ♦ Thunder

Ranged 5, using the spirit's square as the origin; +10 vs. Will; 1d6+4 thunder damage and the target is deafened (save ends).

✧ Ancient Beacon (standard; encounter) ♦ Radiant

Ranged 5, using the spirit's square as the origin; +10 vs. Reflex; 4d6 radiant damage and the target is blinded (save ends). All allies within 10 squares of the spirit may shift up to 2 squares toward the spirit as a free action.

Strength of the Past

Any ally adjacent to the spirit deals +2 damage with its attacks and cannot be weakened. Weakened allies that move adjacent to the spirit may make a save against that effect as a free action. These benefits persist so long as the ally remains adjacent to the spirit.

Spirit of the Elements Abilities (Speaker)

The following abilities are available to the speaker only when it has called a spirit of the elements.

✧ Smiting Bolt (standard; at-will) ♦ Fire, Lightning

Ranged 5, using the spirit's square as the origin; +10 vs. Reflex; 1d6+4 lightning damage and ongoing 5 fire damage (save ends).

⚡ Thunder's Scorn (standard; encounter) ♦ Thunder

Close burst 2, using the spirit's square as the origin; +10 vs. Fortitude targeting foes within range; 2d6+4 thunder damage and the target is knocked prone. Miss: target is knocked prone.

Blessings of Flame

The attacks of any ally adjacent to the spirit gain the Fire damage type and inflict ongoing 5 fire damage (save ends) when they hit. Any ally adjacent to the spirit gains resist cold 5. These benefits persist so long as the ally remains adjacent to the spirit.

Spirit of the Wild Abilities (Speaker)

The following abilities are available to the speaker only when it has called a spirit of the wild.

⚔ Paralytic Venom (standard; at-will) ♦ Poison

Melee attack, using the spirit's square as the origin; +10 vs. Reflex; 1d8+4 poison damage; speaker makes a secondary attack against the same target. Secondary Attack: +10 vs. Fortitude; target is immobilized.

✧ Hunter's Cry (standard; recharge 6) ♦ Fear

Ranged 5, using the spirit's square as the origin; +10 vs. Will; 2d8+2 damage and target is immobilized and dazed (save ends both). First Successful Save: Target is slowed (save ends). Miss: target is slowed (save ends).

Wild Vigor

Allies adjacent to the spirit gain regeneration 2 and may spend a move action to make a saving throw against an effect on them. These benefits persist so long as the ally remains adjacent to the spirit.





CORRUPTED & UNDEAD APELORDS

The Shroud twists the bodies and minds of many who live there, and the apelords are no exception. Whole tribes have been lost to this dark influence.

Sometimes it is a hideous twisting of otherwise peaceful ancestor spirits who watch over a tribe. Called forth by necromancers, dead apelords rise again and are consumed with boundless rage. Even the pelts of fallen apelords are collected and given a new, evil purpose by the shadowy forces at work in the Shroud.

Worst is when an apelord speaker falls into the Shroud's shadow. In such a case, use the speaker as written, but replace all *radiant* and *fire* keywords with the *necrotic* keyword, and change the alignment to evil.

CORRUPTED APELORD ANCESTOR TACTICS

Severed from its tribe by agents of necromancy, a corrupted apelord ancestor is cursed with a terrible hunger. At the first opportunity to attack more than one opponent, it will *eat strength* and then follow up with damage-boosted *chill touch* attacks until it misses. Absent of any other priority, the corrupted apelord ancestor seeks out and attacks the strongest enemy warrior.

Corrupted Apelord Ancestor

Level 8 Lurker

Medium shadow humanoid (undead)

XP 350

Initiative +11

Senses Perception +10; darkvision

HP 84; **Bloodied** 42

AC 22; **Fortitude** 18, **Reflex** 20, **Will** 22

Immune disease, poison; **Resist** 10 necrotic, insubstantial;

Vulnerable 5 radiant

Speed fly 7 (hover); phasing

⊕ **Chill Touch** (standard; at-will) ⊕ **Cold**

+11 vs. Reflex; 2d8 cold damage. On a critical hit, target is restrained until the end of its next turn.

↔ **Eat Strength** (standard; recharges when bloodied)

⊕ **Necrotic**

Close burst 1; +11 vs. Fortitude; 1d8 necrotic damage and target is weakened (save ends). *Miss*: target is weakened (save ends). *Special*: Corrupted apelord ancestor deals an extra 1d8 necrotic damage on all subsequent attacks until it misses.

Alignment Evil

Languages -

Skills Stealth +12

Str 16 (+7)

Dex 16 (+7)

Wis 22 (+10)

Con 14 (+6)

Int 8 (+3)

Cha 15 (+6)

Undead Apelord Howler		Level 8 Brute
Medium natural animate (undead)		XP 350
Initiative +7	Senses Perception +5; darkvision	
HP 94; Bloodied 47		
AC 20; Fortitude 21, Reflex 20, Will 17		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 5, climb 4 (spider climb)		
Ⓢ Bare-handed Bash (standard; at-will)		
+11 vs. AC; 2d6+7 damage and target is marked (save ends).		
Ⓣ Rend Asunder (standard; encounter)		
The howler makes two <i>bare-handed bash</i> attacks against the same target. If both hit, the target is at -2 AC until the end of his next turn.		
↩ Doom Shriek (minor; at-will)		
Close burst 5; +9 vs. Will. One target in burst is marked (save ends).		
↩ Raging Yell (standard; at-will) ⬆ Necrotic		
Close burst 5; +9 vs. Will; 2d8 necrotic damage to all marked targets in burst.		
↩ Howl of Death (standard; recharges when bloodied) ⬆ Necrotic		
Close burst 10; +9 vs. Will; 5d8 necrotic damage to one marked target in burst. <i>Miss</i> : Half damage.		
Alignment Evil	Languages -	
Str 18 (+8)	Dex 16 (+7)	Wis 12 (+5)
Con 20 (+9)	Int 8 (+3)	Cha 8 (+3)

UNDEAD APELORD HOWLER TACTICS

Closing with a knot of opponents, the howler will *bash* and *doom shriek* as much as it can each turn. Once one or more opponents are marked, it will use its *raging yell* (if multiple marks are in range) or *howl of death* (if only one opponent is marked). As soon as it is bloodied, it will pick the first available marked opponent for a second *howl*.

UNDEAD APELORD HUSK TACTICS

These reanimated ape pelts are created for one reason only: to lay down some pain and rupture in a location that conceals troop movements. Each husk hurries to the front line and uses its *bare-handed bash* attack until it is destroyed. Then its *filled with the shroud* ability fogs the area so its allies can move up under concealment.

Undead Apelord Husk		Level 9 Minion
Medium natural animate (undead)		XP 100
Initiative +7	Senses Perception +3; darkvision	
HP 84; Bloodied 42		
AC 22; Fortitude 18, Reflex 20, Will 22		
Immune disease, poison		
Speed 5, climb 4 (spider climb)		
Ⓢ Bare-handed Bash (standard; at-will)		
+14 vs. AC; 7 damage.		
Filled With The Shroud (immediate interrupt when reduced to 0 hit points)		
Close burst 1; the empty skin of the apelord husk ruptures, filling the affected area with a thick fog that grants partial cover and concealment. The fog disperses at the end of the encounter or whenever the affected area is included in an area attack.		
Alignment Evil	Languages -	
Str 22 (+8)	Dex 19 (+7)	Wis 10 (+3)
Con 10 (+3)	Int 8 (+2)	Cha 8 (+2)

LORE

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

DC 10: The apelords are nomadic people, given intelligence by the strange effects of the Shroud and forced out by the threat of the undead in their native forests.

DC 15: Apelords are agile climbers who hide easily among the branches of trees. Their fighters are trained to stage arboreal ambushes.

DC 20: The leader of an apelord tribe is called a *speaker* and can summon the presence of great spirits to aid him in battle.

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

DC 15: Necromancers at work in the Shroud have waged war on wandering tribes of apelords and have claimed dead apelords as new soldiers in the undead army.

DC 20: Some necromancers have learned how to twist the guardian spirits of murdered apelord tribes into hungry ghosts under their control.



ENCOUNTER GROUPS

Level 4 Encounter (XP 907) “Refugees”

- ◆ 3 apelord nomads (level 4 minions)
- ◆ 3 apelord swingers (level 4 skirmishers)
- ◆ 1 apelord watcher (level 6 soldier)

Level 5 Encounter (XP 1,020) “Bait & Switch”

- ◆ 5 apelord nomads (level 4 minions)
- ◆ 4 apelord stalkers (level 5 lurkers)

Level 6 Encounter (XP 1,300) “Hunting Party”

- ◆ 2 apelord swingers (level 4 skirmishers)
- ◆ 1 apelord stalker (level 5 lurker)
- ◆ 1 apelord watcher (level 6 soldier)
- ◆ 1 apelord speaker (level 6 elite controller)

Level 7 Encounter (XP 1,600) “Strike Force”

- ◆ 4 apelord swingers (level 4 skirmishers)
- ◆ 2 apelord stalkers (level 5 lurker)
- ◆ 1 apelord speaker (level 6 elite controller)

Level 8 Encounter (XP 1,750) “Undead Assassins”

- ◆ 2 undead apelord husks (level 9 minions)
- ◆ 2 corrupted apelord ancestors (level 8 lurkers)
- ◆ 1 corrupted apelord speaker (level 6 elite controller)

Level 9 Encounter (XP 2,050) “Marauders”

- ◆ 5 undead apelord husks (level 9 minions)
- ◆ 2 corrupted apelord ancestors (level 8 lurkers)
- ◆ 1 undead apelord howler (level 8 brute)
- ◆ 1 corrupted apelord speaker (level 6 elite controller)

Level 10 Encounter (XP 2,550) “March of the Dead”

- ◆ 4 undead apelord husks (level 9 minions)
- ◆ 2 corrupted apelord ancestor (level 8 lurker)
- ◆ 2 undead apelord howlers (level 8 brute)
- ◆ 1 flameskull (level 8 artillery; see the D&D 4E **MONSTER MANUAL** for details)
- ◆ 1 battle wight (level 9 soldier; see the D&D 4E *Monster Manual* for details)

ADVENTURE IDEAS

AN INDECENT PROPOSAL

In the manner of humans everywhere, logging and trading settlements are encroaching the borders of the Forest of White Sky. While many people in these settlements think of the apelords as allies, friends, or at worst strangers, in a rare few settlements, apelords are considered animals. In the hamlet of Fogbranch—which is little more than a few farms, a tannery, and an inn—the locals gave up farming the rocky and unforgiving soil of the Ghostcrags and instead prey on the apelord tribes. Hunters from Fogbranch, under the direction of the tannery owner Morgrim Pajik, are ambushing, killing, and skinning apelords of the neighboring tribes for their winter coats. They sell the thick white fur to rich city folk from the south and use the money to feed and supply the village. The apelord tribes recently began to strike back at the hunters, so now Morgrim needs some mercenaries that he can control (or pay enough so they don't care about the plight of the apelords) to make sure his operation remains intact.

DARK ROOTS

Whoever created or grew the Forest of White Sky possessed immense magical power, changing a massive forest into a living city complete with roads, vaults, and tree-tombs. While most of these structures are empty and the tools of this ancient people long gone, the tree-tombs remain untouched for the most part, since the apelords know (and most other visitors to the Forest quickly learn) that the tree-tombs are filled with undead. While on an adventure elsewhere, the characters find a map to a tree-tomb and details of the immense treasure of the forest builders contained therein. The treasure is theirs for the taking, assuming the characters can reach it. Little do the characters know the tree-tomb is already the home of a necromancer and his undead horde, but the current residents are always looking for new (undead) tenants.

ASH-GRAY DREAMS

After a battle with a necromancer or other magician the player characters come across a gourd urn containing the ashes of several apelord ancestors. Over the next few nights the player characters have dreams of a forest of immense, interweaving trees covered in snow far to

the north that conveys a heavy feeling of belonging and need. These dreams get stronger if the player characters do not pursue them, eventually focusing on the apelord tribe whose ancestor ashes the player characters have found. The dreams will encourage the player characters to travel to the Forest of White Sky, find the Gray Sun apelord tribe, and return their stolen ashes.

STONE COLD FURY

Most apelords prefer roaming to avoid the undead that swarm the Forest of the White Sky, but some among the youth of the Treestone tribe decided they are no longer content to be chased around like prey. Led by Kuril Who Breaks Stone, the young warriors of the tribe began assaulting settlements outside the Forest in the hopes of claiming these settlements for themselves. They lash out at anyone whom the young apelords perceive as having a better life than they. This is leading to growing strife between the apelord tribes and the few settlements within the Ghostcrags. If this conflict isn't settled it eventually will spiral out of control and lead some of the apelord tribes to war with the Ghostcrag settlements.

THE MAD ARCANIST

The Shroud attracts not just necromancers, but all manner of magicians and scholars. Few of those wishing to control the power of the Shroud concern themselves with morals or the well-being of others. A

prime example of this attitude is Skurgin Glass-Eye, a magician and inventor always looking for shortcuts to immense cosmic power. Skurgin set up camp with several of his golem minions on the edge of the Forest of White Sky and began his experiments. His is focusing on determining how the apelords rose up from their previous animal existence in the hopes of using a similar process to create a race of servitors. Dozens of apelords already died during his vivisection procedures. Skurgin sells their bodies to necromancer allies when he is done with them. Several apelord tribes are banding together to storm Skurgin's camp to get rid of the vile man—but they'll need help with the golems, so they want to send scouts to find outsiders to aid their cause.

A DANGEROUS COLLECTION

Having heard of the magical talking apes of the frozen north, Duke Marcus Reman, one of the ranking nobles of the nations to the south, has sent a group of hunters to the Forest of White Sky to capture one of these amazing beasts. The Duke wants to add an apelord to his private bestiary and charts the characters to undertake his mission. They must face a tribe of angry apelords who have no interest in seeing one of their own carried off to a zoo. Alternatively, the apelords ask the characters to help them recover kidnapped tribe members, since the apelords know little of the lands of men outside the Ghostcrags.

