

# AAG

An aag is a horrific and powerful undead monstrosity powered by shadow energies. Smart and social, aags work together to bring down challenging prey and are highly unlikely to succumb to infighting amongst themselves. A single aag is cunning, swift, strong and merciless; a nest of them magnifies all of these traits tremendously.

An aag has a hairless humanoid body about 7' tall. Its head has enlarged, yellow or red eyes, sharply pointed ears and vicious fangs. The monster's neck is snakelike and about three feet long, allowing the aag to whip its head around as quickly as a cat does its tail. Finally, an aag has huge albino bat-like wings sprouting from its shoulders, allowing it to fly with deadly speed and maneuverability.

**Dark Schemers:** An aag is motivated by sheer malice and a desire to spread fear and misery, but with a genius-level intellect, it is rare for an aag to settle for a few random killings in an area. Instead, an aag tends to develop intelligent plans that will lead to terrific levels of summoning in a widespread region: the spreading of plagues, the slow starvation of thousands, the rise of an irredeemable villain as a land's ruler, the flipping or sinking of an entire continent or island- these are far more worthy plots for an aag. Aags have no reservations about working with other evil creatures, but they also have no reservations about betraying their allies on a whim. Nonetheless, a relationship that leads to widespread misery is one that an aag or group of aags is fully capable of preserving for an extended period of time.

**Insidious Reproduction:** Aag reproduction is highly atypical for undead. When an aag wounds a creature but that creature survives the encounter, the creature bears an undetectable taint in its soul. This taint can be removed by a *remove affliction* or *break enchantment* ritual. There are also special, unique rituals or purification that will remove this taint. If a creature dies with the taint still on its soul, its body will rise as an aag at the next midnight.

## Aag

## Level 18 Soldier

Medium shadow humanoid (undead)

XP 2,000

**HP** 139; **Bloodied** 69

**Initiative** +17

**AC** 34; **Fortitude** 31; **Reflex** 30; **Will** 29

**Perception** +19

**Speed** 8, fly 12

Darkvision

**Immune** disease, poison; **Resist** 20 necrotic; **Vulnerable** 15 radiant

## STANDARD ACTIONS

**(mbasic) Bite** (poison) \* **At Will**

*Attack:* Melee 2 (one creature); +23 vs. AC.

*Hit:* 1d12+10 damage plus ongoing 10 poison damage (save ends).

**(melee) Claws** \* **Recharge 4 5 6**

*Attack:* Melee 1 (one creature); +21 vs. Fortitude.

*Hit:* 2d8+7 damage, the target loses a healing surge and the aag regains 10 hit points.

## MINOR ACTIONS

**(close) Wing Buffet** \* **At Will** 1/round

*Attack:* Close burst 1 (each creature in burst); +21 vs. AC.

*Hit:* 1d6+5 damage and the aag pushes the target 1 square.

**(close) Fearsome Presence** (fear) \* **Recharge** when the aag hits with *claws*

*Attack:* Close burst 3 (each enemy in burst); +19 vs. Will.

*Hit:* The aag marks the target and the target grants combat advantage to the aag (save ends both).

## TRIGGERED ACTIONS

**(melee) Feeding Frenzy** (healing, necrotic) \* **Recharge** when the aag reduces an enemy to 0 hit points

*Trigger:* A creature adjacent to the aag becomes bloodied.

*Attack (Free Action):* Melee 1 (the triggering creature); +21 vs. Fortitude.

*Hit:* 3d10+13 damage, plus ongoing 10 necrotic damage and the target is weakened (save ends both).

*Miss:* Half damage, plus ongoing 5 necrotic damage (save ends).

*Effect:* The aag regains 34 hit points.

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**Skills** Intimidate +17, Stealth +20

**Str** 26    **Dex** 22    **Wis** 20  
**Con** 21    **Int** 18    **Cha** 16  
**Alignment** chaotic evil

**Languages** Common

## Aag Plaguebearer

## Level 18 Brute

Medium shadow humanoid (undead)

XP 2,000

**HP** 214; **Bloodied** 107

**Initiative** +15

**AC** 30; **Fortitude** 32; **Reflex** 30; **Will** 29

**Perception** +19

**Speed** 8, fly 12

Darkvision

**Immune** disease, poison; **Resist** 20 necrotic; **Vulnerable** 15 radiant

### STANDARD ACTIONS

**(mbasic) Bite** (disease, poison) \* **At Will**

*Attack:* Melee 2 (one creature); +23 vs. AC.

*Hit:* 2d12+13 damage plus ongoing 10 poison damage (save ends) and the target is exposed to mindfire (DMG pg 50).

**(melee) Claws** \* **Recharge 4 5 6**

*Attack:* Melee 1 (one creature); +21 vs. Fortitude.

*Hit:* 4d8+14 damage, the target loses a healing surge.

### MINOR ACTIONS

**(close) Fearsome Presence** (fear) \* **Recharge** when the aag hits with *claws*

*Attack:* Close burst 3 (each enemy in burst); +19 vs. Will.

*Hit:* The target grants combat advantage to the aag (save ends).

**(close) Rancid Breath** (poison) \* **Encounter**

*Attack:* Close blast 2 (each creature in blast); +19 vs. Fortitude.

*Hit:* 4d10+7 poison damage and the target is dazed until the end of its next turn.

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**Skills** Intimidate +15, Stealth +20

**Str** 26    **Dex** 22    **Wis** 20

**Con** 24    **Int** 16    **Cha** 12

**Alignment** chaotic evil

**Languages** Common

## Aag Rot Mage

## Level 19 Artillery

Medium shadow humanoid (undead)

XP 2,400

**HP** 141; **Bloodied** 70

**Initiative** +17

**AC** 31; **Fortitude** 31; **Reflex** 32; **Will** 30

**Perception** +19

**Speed** 8, fly 12

Darkvision

**Immune** disease, poison; **Resist** 20 necrotic; **Vulnerable** 15 radiant

### STANDARD ACTIONS

**(mbasic) Bite** (poison) \* **At Will**

*Attack:* Melee 2 (one creature); +23 vs. AC.

*Hit:* 1d12+13 damage plus ongoing 10 poison damage (save ends).

**(melee) Claws** \* **Recharge 4 5 6**

*Attack:* Melee 1 (one creature); +21 vs. Fortitude.

*Hit:* 3d8+9 damage, the target loses a healing surge.

**(ranged) Bring Forth the Rot** (necrotic) \* **At Will**

*Attack:* Range 10 (one creature); +24 vs. Fortitude.

*Hit:* 3d10+11 necrotic damage, plus the target is weakened until the end of its next turn.

**(ranged) Visions from Beyond the Grave** (necrotic, psychic) \* **Encounter**

*Attack:* Range 10 (one creature); +24 vs. Will.

*Hit:* 6d6+13 necrotic and psychic damage and the target is blinded until the end of its next turn.

*Miss:* Half damage and the target is slowed until the end of its next turn.

### MINOR ACTIONS

**(close) Fearsome Presence** (fear) \* **Recharge** when the aag hits with *claws*

*Attack:* Close burst 3 (each enemy in burst); +20 vs. Will.  
*Hit:* The target grants combat advantage to the aag (save ends).

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**Skills** Stealth +22

**Str** 23    **Dex** 26    **Wis** 20

**Con** 21    **Int** 18    **Cha** 16

**Alignment** chaotic evil

**Languages** Common

## Aag Villain

## Level 30 Minion Brute

Medium shadow humanoid (undead)

XP 4,750

**HP** 1; a missed attack never damages a minion

**Initiative** +22

**AC** 42; **Fortitude** 43; **Reflex** 42; **Will** 41

**Perception** +26

**Speed** 8, fly 12

Darkvision

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

### TRAITS

**Terrifying Presence** (fear) \* **Aura 3**

Living creatures in the aura take a -2 penalty to attack rolls.

### STANDARD ACTIONS

**(mbasic) Bite** \* **At Will**

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

*Hit:* 24 damage.

### TRIGGERED ACTIONS

**(melee) Share Death** \* **Encounter**

*Trigger:* The aag is reduced to 0 hit points.

*Attack (No Action):* Melee 1 (one creature); +33 vs. Fortitude.

*Hit:* The target loses a healing surge.

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**Skills** Stealth +27

**Str** 22    **Dex** 24    **Wis** 23

**Con** 31    **Int** 27    **Cha** 25

**Alignment** chaotic evil

**Languages** Common