

QUICKLEAF'S 4E PLANESCAPE MONSTERS

Note: Some monsters have lower than normal hit points.

From highest level to lowest...

Osyluth Taskmaster	17 controller (leader)
"Malice", Erinyes Temptress	16 elite controller
"Morte"	14 soldier
Marraenoloth	14 controller
Gate Hunter Mimic	12 elite controller
Barbazû Guard	12 soldier
Lemure Swarm	12 brute
Kyton Jailer	11 skirmisher
Nic'Epona	11 skirmisher
"The Hollow Woman", Parai	10 solo controller (leader)
"Euferiel", Movanic Deva	10 elite skirmisher (leader)
Ghostlight	10 elite lurker
Decaton	10 elite controller (leader)
Kocrachon	9 lurker
Red Abishai	9 brute
Pentadrone Emissary	9 soldier (leader)
Nupperibo Swarm	8 brute
Monodrone	8 soldier
Quadrone Arbalist	8 artillery
Cranium Rat Hive Mind, stages I-III	7 solo lurker (leader)
Wolf Warden Beast	6 elite skirmisher (leader)
Cranium Rat	6 artillery
Trelon	6 lurker
Vargouille	2 lurker

Osyluth Taskmaster	Level 17 Controller (Leader)
Large immortal humanoid (devil)	XP 1,600
HP 164; Bloodied 82	Initiative +12
AC 31; Fortitude 30; Reflex 28; Will 29	Perception +15
Speed 8, teleport 2	Darkvision
Resist 10 fire	
Traits	
Aura of Fiendish Might • Aura 1 (fear)	
Enemies within the aura at the start of the osyluth's turn slide 1 square away from the osyluth.	
Standard Actions	
⬇ Scything Claws • At-Will	
<i>Attack:</i> Reach 2; +22 vs. AC	
<i>Hit:</i> 2d8 + 8 damage.	
⬇ Black-Barbed Stinger (poison) • At-Will	
<i>Attack:</i> Reach 2; +20 vs. Fortitude	
<i>Hit:</i> 2d8 + 8 damage and 10 ongoing poison damage and cannot spend healing surges (save ends both).	
⬇ Flurry of Attacks • At-Will	
<i>Effect:</i> The osyluth makes two claw attacks. If both hit the same target, the osyluth follows up with a stinger attack against the target.	
Minor Actions	
↩ Taskmaster's Gaze (gaze, psychic, charm) • At-Will (1/round)	
<i>Effect:</i> Close Burst 5 (One devil in burst); The devil takes 10 psychic damage, makes a saving throw against all conditions (even those that normally don't allow a save), and gains +5 attack and +5 damage until the end of its next turn.	
Skills Insight +15, Intimidate +18	
Str 24 (+15)	Dex 18 (+12)
Con 20 (+13)	Int 14 (+10)
	Wis 14 (+10)
	Cha 20 (+13)
Alignment evil	Languages Common, Supernal

Malice, Erinyes Temptress	Level 16 Elite Controller
Medium immortal humanoid (devil, shapechanger)	XP 2,800
HP 300; Bloodied 150	Initiative +13
AC 30; Fortitude 24; Reflex 28; Will 30	Perception +20
Speed 6, fly 6	Darkvision
Resist 25 fire	
Saving Throws +2; Action Points 1	
Traits	
Hypnotic Whip Dance • Aura 5	
Enemies outside the aura treat Malice as having total concealment. Enemies moving into or starting within the aura are slowed.	
Threatening Reach	
Malice can make opportunity attacks against creatures in her aura.	
Standard Actions	
⬇ Whip (fire, necrotic) • At-Will	
<i>Attack:</i> Reach 5; +21 vs. AC	
<i>Hit:</i> 1d8 + 13 fire and necrotic damage, and slide target 1 square.	
⬇ Entangling Whip (fire, necrotic) • Recharge when malice has no entangled victim	
<i>Attack:</i> Reach 5; +21 vs. AC	
<i>Hit:</i> 1d8 + 13 fire and necrotic damage and the target is lifted 10' in the air, restrained, and takes 10 ongoing damage (death save ends).	

<p>✈ Dominate (charm, gaze) • Recharge when malice doesn't have a dominated victim</p> <p><i>Attack:</i> Ranged 5; +20 vs. Will</p> <p><i>Hit:</i> Dominated (save ends).</p> <p><i>First Failed Saving Throw:</i> Dominated until Malice is killed or for the rest of the encounter.</p> <p><i>Second Failed Saving Throw:</i> Dominated for the rest of the day, after which they get one save per day to break free. Killing Malice or convincing her to release the target ends the effect.</p>
<p>↩ Profane Mockery (necrotic, psychic) • Encounter</p> <p><i>Attack:</i> Close blast 5 (all enemies in blast); +20 vs. Will</p> <p><i>Hit:</i> 4d8 + 13 necrotic and psychic damage, and the target takes a -4 penalty to saving throws and any Divine powers are weakened until the end of Malice's next turn.</p> <p><i>Miss:</i> Half damage.</p>
Move Actions
<p>↩ Change Shape (polymorph) • At-Will</p> <p><i>Effect:</i> Malice can alter her physical form to assume the appearance of a medium-sized humanoid, including a specific individual.</p>
<p>↩ Catch Me If You Can (illusion) • Recharge when first bloodied</p> <p><i>Effect:</i> Malice disappears into the mind of a female NPC. Four female NPCs present show certain characteristics of hers, though a DC 36 Insight check reveals which houses Malice. Expelling her requires a lawful good creature's Channel Divinity and 3 healing surges, a ritual, or role-playing; she appears within 5 squares.</p>
Minor Actions
<p>↩ Cause Fear (fear) • At-Will (1/round)</p> <p><i>Attack:</i> Close burst 5 (one creature in burst); +20 vs. Will</p> <p><i>Hit:</i> The target flees their speed away from Malice, and they may not enter her aura or attack her (save ends).</p>
<p>↩ Red Tear in Space • At-Will (1/round)</p> <p><i>Effect:</i> Close burst 5; Malice opens up a tear in space that leads to the Nine Hells in a square within range (including under a target of Entangling Whip). Any creature entering a tear is removed from play (save ends), and each failed save inflicts 10 necrotic and fire damage to non-devils. Tears are invisible to NPCs until Malice's identity is revealed. A tear may be closed with a minor action DC 22 Arcana or Religion check.</p>
Triggered Actions
<p>Loyal Consort • At-Will</p> <p><i>Trigger:</i> When a melee or ranged attack targets Malice while her dominated victim is adjacent to her.</p> <p><i>Effect (Immediate Interrupt):</i> The dominated victim becomes the target of the attack.</p>
<p>Reactive Planeshift • At-Will</p> <p><i>Trigger:</i> When reduced to 0 HP.</p> <p><i>Effect (Free):</i> Malice planeshifts to the Nine Hells.</p>
<p>Skills Bluff +26, Diplomacy +20, Insight +20, Intimidate +20</p>
<p>Str 15 (+10) Dex 21 (+13) Wis 25 (+15)</p>
<p>Con 15 (+10) Int 19 (+12) Cha 25 (+15)</p>
<p>Alignment lawful evil Languages Speak all languages, Telepathy 10</p>

"Morte"	Level 14 Soldier
Tiny natural animate (undead)	XP 1,000
HP 140; Bloodied 70	Initiative +12
AC 32; Fortitude 26; Reflex 28; Will 25	Perception +15
Speed 0, fly 6 (hover)	Darkvision
Immune disease, poison; Resist 10 necrotic, 10 weapon (slashing, piercing)	

Standard Actions		
⚔ Bite • At-Will		
<i>Attack:</i> Reach 0; +16 vs. AC		
<i>Hit:</i> 3d8 + 8 damage.		
↩ Skull Mob • Encounter 2/encounter		
<i>Attack:</i> Close Burst 5 (one creature within burst); +18 vs. Fortitude		
<i>Hit:</i> 4d8 + 8 damage and immobilized until the end of their next turn.		
Minor Actions		
🔮 Litany of Curses • At-Will		
<i>Attack:</i> +19 vs. Will		
<i>Hit:</i> The target attempts to attack Morte if possible (save ends). Only one target may be effected by Litany of Curses at a time.		
Skills Stealth +15, Bluff +15, History +15, Intimidate +15		
Str 16 (+10)	Dex 16 (+10)	Wis 16 (+10)
Con 20 (+12)	Int 16 (+10)	Cha 16 (+10)
Alignment chaotic good Languages Common		

Marraenoloth (Styx Boatman)		Level 14 Controller
Medium immortal humanoid (yugoloth)		XP 1,000
HP 137; Bloodied 69		Initiative +9
AC 28; Fortitude 26; Reflex 26; Will 26		Perception +18
Speed 6, teleport 6		Darkvision
Immune memory loss; Resist 10 acid, 10 poison		
Standard Actions		
⚔ Scythe (weapon) • At-Will		
<i>Attack:</i> +19 vs. AC		
<i>Hit:</i> 5d6 + 5 damage.		
↩ Burning Eyes of Dread (fear, gaze) • At-Will		
<i>Attack:</i> Close blast 5 (enemies in blast); +18 vs. Will		
<i>Hit:</i> Target moves their speed away from the marraenoloth, and cannot attack the marraenoloth or approach within 5 squares of it (save ends). Once a target succeeds this saving throw, it cannot be effected by Burning Eyes of Dread for the rest of the encounter.		
↩ Call of the Styx (poison) • Encounter		
<i>Attack:</i> Close blast 3 (enemies in blast); +18 vs. Reflex		
<i>Hit:</i> 2d10 + 8 poison damage and end all of the target's sustained powers, stances, marks, and similar abilities.		
Move Actions		
🚢 Boatman's Stride (teleportation) • Encounter		
<i>Effect:</i> The marraenoloth teleports up to 20 squares, so long as it is on the River Styx. It may teleport its skiff and/or any passengers and cargo along with it.		
Skills Intimidate +15, Arcana +18, Bluff +15, Diplomacy +15, Insight +18		
Str 14 (+9)	Dex 14 (+9)	Wis 23 (+13)
Con 17 (+10)	Int 23 (+13)	Cha 17 (+10)
Alignment evil Languages Speak all languages, Telepathy 20		
Equipment skiff		

Gate Hunter Mimic	Level 12 Elite Lurker
Large aberrant magical beast	XP 1,400
HP 200; Bloodied 100	Initiative +16
AC 26; Fortitude 24; Reflex 24; Will 23	Perception +11
Speed 5	Darkvision, Tremorsense 10
Immune acid	
Saving Throws +2; Action Points 1	
Traits	
Ambush	
The gate mimic deals 3d8 extra damage against surprised creatures.	
Ironskin	
If the mimic takes no standard action on its turn, it gains resist 30 all damage until the start of its next turn.	
Standard Actions	
⬇ Grasping Tendrils (acid) • At-Will	
<i>Attack:</i> Melee 4 (one or two creatures); +17 vs. AC	
<i>Hit:</i> 3d8 + 8 damage and the target is grabbed. The target takes a -4 penalty on attempts to escape the grab. Applying alcohol to the grasping tendril's adhesive secretion negates this penalty.	
<i>Sustain Minor:</i> The mimic sustains the grab and the target takes 15 acid damage.	
Minor Actions	
Shapeshift (polymorph) • At-Will	
<i>Effect:</i> The gate mimic assumes the form of a large arch, gate, door, portcullis, or other passageway. It remains in this form until it uses this power again.	
Reel in the Prey • At-Will (1/round)	
<i>Effect:</i> Pull a grabbed creature 3 squares with its tongue.	
Triggered Actions	
⬅ Frenzied Tendril Flurry • Encounter	
<i>Trigger:</i> When the mimic is first bloodied.	
<i>Effect (No Action):</i> Close burst 4 (all creatures in burst).	
<i>Effect:</i> Make a Grasping Tendrils attack against each creature in the burst.	
Slavering Maw • Recharge when no creature is swallowed whole	
<i>Trigger:</i> When a grabbed creature ends its turn adjacent to the mimic.	
<i>Attack (Immediate Reaction):</i> +17 vs. AC	
<i>Hit:</i> 3d12 + 6 damage and the target is swallowed whole. While swallowed the target is restrained, dazed, only has line of sight to the mimic, and cannot wield large weapons like swords. They break free with an Acrobatics or Athletics check (DC 28). Likewise killing the mimic frees the target. Other means of escape may be possible.	
Skills Stealth +17	
Str 22 (+12)	Dex 22 (+12)
Con 22 (+12)	Int 16 (+9)
	Wis 21 (+11)
	Cha 15 (+8)
Alignment unaligned Languages Deep Speech, Common (broken)	

Barbazú Guard	Level 12 Soldier
Medium immortal humanoid (devil)	XP 700
HP 120; Bloodied 60	Initiative +9
AC 28; Fortitude 24; Reflex 21; Will 22	Perception +14
Speed 6	Darkvision
Resist 15 fire	
Traits	
Battle Frenzy	
When bloodied, the barbazú gains a +2 to attack rolls, +5 damage with its melee attacks, and	

is immune to fear. However, its AC drops to 24.		
Standard Actions		
⬇ Barbed Glaive (weapon) • At-Will		
Attack: Reach 2; +19 vs. AC		
Hit: 2d4 + 10 damage and ongoing 10 damage (save ends).		
Triggered Actions		
⬇ Implacable Beard • At-Will		
Trigger: When an adjacent enemy shifts or makes an attack that doesn't include the barbazu.		
Attack (Immediate Reaction): +19 vs. AC		
Hit: 2d4 + 7 damage, slide the target 1 square, and if a move provoked the attack their move ends.		
Skills Intimidate +11		
Str 22 (+12)	Dex 13 (+7)	Wis 16 (+9)
Con 16 (+9)	Int 10 (+6)	Cha 10 (+6)
Alignment lawful evil	Languages Common, Supernal	
Equipment glaive		

Lemure Swarm		Level 12 Brute
Large immortal humanoid (devil)		XP 700
HP 152; Bloodied 76		Initiative +6
AC 24; Fortitude 25; Reflex 24; Will 24		Perception +6
Speed 5		
Immune charm, illusion		
Traits		
Swarming Attack		
Any creature ending its turn adjacent to the lemure swarm is subject to a claw attack.		
Regeneration		
When the lemure swarm starts its turn it regenerates 5 hit points, unless it is reduced to 0 HP or less by a holy weapon or holy water. Sprinkling the dead swarm with holy water prevents its regeneration.		
Standard Actions		
⬇ Claw • At-Will		
<i>Attack:</i> +15 vs. AC		
<i>Hit:</i> 3d6 + 6 damage.		
Move Actions		
Battle Drive • At-Will		
<i>Effect:</i> The lemure swarm makes a save against all conditions on it (even those that don't normally grant a save), moves its speed, and can pass through one creature's when it moves.		
Str 16 (+9)	Dex 10 (+6)	Wis 10 (+6)
Con 22 (+12)	Int 4 (+3)	Cha 10 (+6)
Alignment lawful evil	Languages —	

Kyton Jailer		Level 11 Skirmisher
Medium immortal humanoid (devil)		XP 600
HP 112; Bloodied 56		Initiative +11
AC 25; Fortitude 23; Reflex 24; Will 22		Perception +12
Speed 7, climb 7		Darkvision
Resist 15 fire		
Traits		

Fiendish Regeneration (5)		
So long as the kyton has more than 0 hit points at the start of its turn, it regains 5 hit points. Its regeneration is disrupted for a round if it takes damage from a blessed weapon or holy water.		
Writhing Chains • Aura 3		
Enemies entering or moving within the kyton's aura of writhing chains are slowed until the end of their turn.		
Standard Actions		
⬇ Spiked Chain • At-Will		
<i>Attack:</i> Reach 3 (one creature); +16 vs. AC		
<i>Hit:</i> 4d6 + 4 damage and slide target to any square within the kyton's aura.		
Gift of Chains • Encounter		
<i>Effect:</i> The kyton makes 4 spiked chain attacks, and may shift 1 square after each attack.		
Minor Actions		
⬅ Burning Fetters (fire) • At-Will		
<i>Attack:</i> Close burst 5 (one creature); +14 vs. Fortitude		
<i>Hit:</i> The target is grabbed, and while grabbed takes 4 fire damage for each square it moves.		
Str 16 (+8)	Dex 18 (+9)	Wis 15 (+7)
Con 16 (+8)	Int 12 (+6)	Cha 12 (+6)
Alignment lawful evil Languages Common, Supernal		

Nic'Epona	Level 11 Skirmisher
Large immortal magical beast (horse)	XP 600
HP 116; Bloodied 58	Initiative +10
AC 25; Fortitude 24; Reflex 23; Will 22	Perception +12
Speed 11	Low-Light Vision
Immune charm	
Traits	
Charger	
Requirements: Mounted Combat. The Nic'Epona's bonded rider deals +5 damage on mounted charge attacks.	
Standard Actions	
⬇ Hoof Attack • At-Will	
<i>Attack:</i> +16 vs. AC	
<i>Hit:</i> 3d8 + 1 damage, push 1 square, and if medium-sized or smaller knock prone.	
Move Actions	
Planeshift (teleportation) • At-Will	
<i>Effect:</i> Move at least 2 squares and at most 10, at the end of which the Nic'Epona shifts to an Outer Planar realm she has seen before.	
Stampede • At-Will	
<i>Requirements:</i> Must be in a herd of 10+ Nic'Epona, attack made as a group.	
<i>Attack:</i> +14 vs. Reflex; Shift 10 squares in along with other Nic'Epona, during which she may enter squares of Medium-sized creatures. The Nic'Epona makes the following attack against any creature whose square she enters:	
<i>Hit:</i> 4d8 + 18 damage and knocked prone.	
<i>Miss:</i> Half damage.	
Minor Actions	
Fleeting Causeway (mount) • Recharge 1 hour	
<i>Requirements:</i> Mounted Combat.	
<i>Effect:</i> For the next encounter (5 minutes), the Nic'Epona can run across water, up the side of buildings, or on top of clouds.	
Triggered Actions	

↓ Powerful Hind Leg Kick • At-Will <i>Trigger:</i> When a flanking creature attacks the Nic'Epona or her rider. <i>Effect (Opportunity):</i> Make a hoof attack.		
Skills Endurance +15		
Str 20 (+10)	Dex 17 (+8)	Wis 15 (+7)
Con 20 (+10)	Int 10 (+5)	Cha 15 (+7)
Alignment — Languages —		

The Hollow Woman	Level 10 Solo Controller (Leader)
Huge immortal humanoid	XP 2,500
HP 424; Bloodied 212	Initiative +10
AC 24; Fortitude 21; Reflex 22; Will 24	Perception +12
Speed 6 (hover), climb 6	Tremorsense 40
Saving Throws +5; Action Points 2	
Traits	
Assimilation Skin	
When a melee attack hits the Hollow Woman, her body turns into ooze causing the attacker to become grabbed (escape DC 19 or lose weapon). Each turn a creature ends grabbed by the Hollow Woman they take 10 damage. If a creature drops to 0 HP while grabbed they are restored to healing surge value HP and are dominated until dropped again or the Hollow Woman is killed.	
Orb of Frenetic Energy • Aura 2 (increases to 5 when bloodied)	
Enemies moving more than 2 squares within the orb take 5 radiant and lightning damage.	
Standard Actions	
⬇ Mechanical Pincers • At-Will <i>Attack:</i> Reach 5 (two creatures); +15 vs. AC <i>Hit:</i> 2d12 + 6 damage. On a critical hit +1d12, grabbed (escape DC 19), and the pincer extracts a "component" from the target; if the target survives this is a non-essential organ or a treasured emotion/memory, but if the target dies then an essential organ, their identity, or even their soul has been harvested.	
⚡ Energy Missile (radiant, lightning) • At-Will <i>Attack:</i> Range 40 (one creature); +14 vs. Reflex <i>Hit:</i> 1d12 + 10 radiant and lightning damage, and immobilized until start of their next turn. If the target manages to move or teleport via a power they take extra 10 damage .	
🔫 Mechanus Cannon (fire, axiomatic) • Daily <i>Attack:</i> Range 40 (all creatures in a straight line); +14 vs. Fortitude <i>Hit:</i> 4d12 + 10 fire and axiomatic damage. Chaotic creatures take an extra +10 damage. <i>Miss:</i> Half damage.	
Minor Actions	
⚡ Psychic Surgery • At-Will (1/round) <i>Attack:</i> Close burst 10 (one creature must be grabbed, immobilized, restrained, etc.); +14 vs. Will <i>Hit:</i> 1d12 + 6 psychic damage and transfer a condition to that creature. If the Hollow Woman is suffering from no conditions then she can instead infuse a portion of herself into the target's subconscious, allowing her to make attacks from the target's square until the end of her next turn. The Hollow Woman takes one treasured emotion or memory from the target.	
⚡ Energy Draining Gaze (gaze) • At-Will (1/round) <i>Attack:</i> Close burst 10 (one creature); +14 vs. Will <i>Hit:</i> 1d12 + 6 psychic damage and cannot spend healing surges (save ends).	
Triggered Actions	
Cocoon Absorption • At-Will	

Trigger: When a creature within 5 squares fails a death save.

Effect (Opportunity): The target is pulled to a square adjacent to the Hollow Woman and encased in a cocoon of pumps and valves (they cannot be aided by allies). Destroying the cocoon breaks the target free (AC/F/R auto-hit; HP 60).

↩ Eject the Shell • Encounter

Trigger: When first bloodied.

Attack (Immediate Reaction): Close burst 5 (all creatures); +14 vs. Fortitude

Hit: 2d12 + 6 damage.

Miss: Half damage.

Effect: The Hollow Woman ends all conditions on her, changes her size to large, and shift-climbs 6 squares.

Str 18 (+9)

Dex 15 (+7)

Wis 15 (+7)

Con 18 (+9)

Int 24 (+12)

Cha 20 (+10)

Alignment Lawful Neutral

Languages Telepathy 50

Euferiel, Movanic Deva

Level 10 Elite Skirmisher (Leader)

Medium immortal humanoid (angel)

XP 1,000

HP 206; **Bloodied** 103

Initiative +12

AC 24; **Fortitude** 21; **Reflex** 23; **Will** 22

Perception +12, Darkvision

Immune surprise, fear

Speed 7, fly 7 (hover)

Resist 10 radiant, 10 ongoing and automatic damage

Action Points 1

Saving Throws +2 (make saves at start of turn)

Skills +14

Traits

Rejuvenating Aura • Aura 10

Allies immune to fear effects & make saving throws against all conditions at the start of their turn.

Whirling Sphere of Deflection

When a ranged attack misses the movanic deva, re-roll the attack against the enemy that made it.

Standard Actions

⬇ Flaming Fullblade (fire, radiant) • At-Will

Attack: +15 vs. AC ; *Hit:* 2d12 + 5 fire and radiant damage (crit +4d12 damage). If this attack reduces an enemy to 0 HP, all enemies adjacent to them take 5 fire damage.

Movanic Fighting Style • At-Will

Effect: Make 2 flaming fullblade attacks, or 1 attack and recharge Quick Parry. Shift 2 squares before, between, or after attacks.

Move Actions

↩ Wingburst Abjuration • Encounter

Attack: Close burst 10 (attack enemy creators of any conjurations/zones); +13 vs. Will

Hit: The conjuration/zone is destroyed, all its effects end, and its creator – if within the burst – is knocked prone and dazed until the end of their next turn.

Effect: Remove all conditions on the deva and fly 7 squares without provoking opportunity attacks.

Minor Actions

↩ Celestial Reverence (stance, charm) • Recharge when first bloodied

Attack: Close burst 10 (all non-immortals); +13 vs. Will

Hit: Cannot attack the movanic deva while it is in this stance, and must make opportunity attacks against anyone trying to move against it. However, this effect is broken if the deva attacks. The stance lasts until end of its next turn or sustained.

Sustain Minor: The stance lasts until end of movanic deva's next turn.

Effect: Allies within 10 squares gain deva's resistances while deva is in this stance.

Change Shape (polymorph) • At-Will

Effect: Alter form to take on appearance of a Medium humanoid, though cannot copy individuals.

Triggered Actions

Quick Parry • Recharge see movanic fighting style

Effect (Immediate Interrupt): shift 1 square and gain +4 defenses against the attack.

Ghostlight		Level 10 Elite Lurker
Small shadow magical beast		XP 1,000
HP 114; Bloodied 57		Initiative +15
AC 22; Fortitude 19; Reflex 24; Will 22		Perception +11
Speed 0, fly 6 (hover)		Darkvision
Saving Throws +2; Action Points 1		
Standard Actions		
⬇ Energy Drain (necrotic) • At-Will		
<i>Attack:</i> Reach 2; +13 vs. Reflex		
<i>Hit:</i> 2d10 + 6 necrotic damage, and cannot use healing surges (save ends).		
⬇ Possess (charm) • At-Will		
<i>Attack:</i> Reach 2; +13 vs. Will		
<i>Hit:</i> The target is dominated and the ghostlight is removed from play (save ends). When the target makes their save, the ghostlight returns to play in any square adjacent to the target.		
↩ Hypnotic Pattern (charm, gaze) • At-Will		
<i>Attack:</i> Close burst 5 (all enemies in burst); +12 vs. Will		
<i>Hit:</i> The target is confused (save ends). While confused, the target rolls a d4 at the start of its turn to determine its course of action: (1) Stands motionless and takes no action, (2) Runs away from the ghostlight, (3) Moves toward the ghostlight, (4) Attacks the nearest creature.		
Move Actions		
Dissipate (teleportation) • Encounter		
<i>Effect:</i> The ghostlight teleports up to 20 squares.		
Minor Actions		
↩ Dancing lights • Recharge when all balls of light are destroyed		
<i>Effect:</i> The ghostlight divides its form into 4 separate balls of light, which appear in any squares within 10 squares of its former position. Each has 5 hit points and the same defenses as the ghostlight; when the ghostlight attacks it may attack thru any one of these balls of light. When all are destroyed, the ghostlight reappears within 10 squares of the last one destroyed.		
Free Actions		
Corpse Candle • At-Will		
<i>Effect:</i> A ghostlight can give off dim light as a candle. Corpse Candle must be on for the ghostlight to make any attack. When darkened, the ghostlight has concealment and can make a Stealth check to remain unnoticed.		
Skills Stealth +16		
Str 4 (+2)	Dex 22 (+11)	Wis 12 (+6)
Con 13 (+6)	Int 18 (+9)	Cha 18 (+9)
Alignment evil	Languages Telepathy (touch)	

Decaton		Level 10 Elite Controller (Leader)
Large immortal animate (modron)		XP 1,000
HP 212; Bloodied 106		Initiative +8
AC 24; Fortitude 22; Reflex 22; Will 22		Perception +9, All-Around Vision, Darkvision
Saving Throws +2; Action Points 1		Speed 6, fly 4 (hover, max altitude 6)

Traits
Modron Succor • Aura 10
At the start of the decaton's turn, remove all conditions from modrons in its aura, and slide modrons in damaging zones/auras up to 3 squares.
Implacable
Enemies cannot enter the decaton's space.
Standard Actions
⬇ Tentacle • At-Will
<i>Attack:</i> Reach 5; +15 vs. AC; <i>Hit:</i> 3d6 + 5 damage and slide target 1 square.
Tentacle Net • At-Will
<i>Effect:</i> Attack up to 5 adjacent enemies with Tentacle.
Minor Actions
Maintenance Refuge • Recharge when no monodrones are removed from play by this power
<i>Effect:</i> Remove up to 5 monodrones within the aura from play. A modron of the corresponding type (2 duodrone, 3 tridrone, 4 quadrone, 5 pentadrone) appears in their place at the end of the decaton's next turn.
Other Powers
From One Come Many • At-Will
<i>Action:</i> No Action.
<i>Effect:</i> Two quadrones, tridrones, or duodrones appear in spaces formerly occupied by the decaton, with HP equal to their bloodied value. These modrons act on the decaton's initiative and are worth no experience points.

Kocrachon	Level 9 Lurker
Medium immortal magical beast (devil)	XP 400
HP 74; Bloodied 37	Initiative +11
AC 23; Fortitude 21; Reflex 22; Will 21	Perception +11
Speed 6, fly 6 (hover)	Darkvision
Resist 10 fire, 10 poison	
Traits	
Torture of the Nine Hells	
A bloodied creature hit by the kocrachon is slowed, weakened, and grants combat advantage until the end of the kocrachon's next turn.	
Standard Actions	
⬇ Claw • At-Will	
<i>Attack:</i> +14 vs. AC	
<i>Hit:</i> 2d10 + 5 damage.	
⬇ Flensing Claws • At-Will	
<i>Effect:</i> Make two claw attacks. If both attacks hit the same target, make a proboscis attack against it as a free action.	
Free Actions	
⬇ Proboscis (poison) • At-Will	
<i>Attack:</i> +14 vs. AC	
<i>Hit:</i> 1d10 + 5 poison damage, grabbed, and afflicted with blinding sickness (see DMG chapter 3).	
Skills Heal +11, Intimidate +11	
Str 14 (+6)	Dex 17 (+7)
Con 14 (+6)	Int 14 (+6)
	Wis 14 (+6)
	Cha 14 (+6)
Alignment lawful evil	Languages Common, Supernal

Red Abishai	Level 9 Brute
Medium immortal humanoid (devil)	XP 400
HP 120; Bloodied 60	Initiative +6
AC 21; Fortitude 22; Reflex 21; Will 21	Perception +6
Speed 6, fly 6 (clumsy)	Darkvision
Resist 10 fire	
Traits	
Fiendish Regeneration (5)	
So long as the abishai has more than 0 hit points at the start of its turn, it regains 5 hit points. Its regeneration is disrupted for a round if it takes damage from a holy weapon or holy water.	
Standard Actions	
⬇ Claw • At-Will	
<i>Attack:</i> +12 vs. AC	
<i>Hit:</i> 3d8 + 6 damage.	
⬇ Venomfire Tail Lash (fire, poison) • At-Will	
<i>Attack:</i> +12 vs. AC	
<i>Hit:</i> 2d8 + 5 poison damage and ongoing 5 fire damage (save ends).	
⬇ Dive Attack • At-Will	
<i>Requirements:</i> The abishai must be at least 6 squares above the target.	
<i>Attack:</i> +13 vs. AC; The abishai dives up to 12 squares and makes the following attack	
<i>Hit:</i> 3d8 + 8 damage.	
Free Actions	
Wizard's Bargain • Daily	
<i>Effect:</i> The abishai grants a mortal spellcaster the ability to cast a specific daily spell allowed by their class & level once before the end of the day. However, the spell always hurts the caster or their allies in some way (DM's discretion).	
Str 18 (+8)	Dex 14 (+6)
Con 20 (+9)	Int 10 (+4)
	Wis 14 (+6)
	Cha 10 (+4)
Alignment lawful evil	Languages Common, Supernal

Pentadrone Emissary	Level 9 Soldier (Leader)
Medium immortal animate (modron)	XP 400
HP 50; Bloodied 25	Initiative +8
AC 24; Fortitude 21; Reflex 21; Will 21	Perception +6
	Speed 5, fly 5 (hover)
Traits	
All-Around Vision	
Enemies can't gain combat advantage by flanking the pentadrone.	
Implacable	
Enemies cannot enter the modron's space by any means.	
Standard Actions	
↻ Whirlwind Attack • At-Will	
<i>Attack:</i> Close burst 1 (all enemies or one enemy if used as opportunity attack); +15 vs. AC	
<i>Hit:</i> 1d10 + 8 damage and knocked prone.	
↻ Paralysis Gas • Encounter	
<i>Attack:</i> Close blast 3 (all enemies); +14 vs. Fortitude; <i>Hit:</i> Immobilized (save ends).	
Move Actions	
March of the Modrons • Encounter	
<i>Effect:</i> All adjacent modrons end all conditions and shift 5 squares through enemies' spaces.	
Triggered Actions	
From One Come Many • Encounter	

Trigger: When pentadrone drops to 0 HP.

Effect (No Action): 5 monodrones appear in its space or adjacent, acting on pentadrone's initiative.

Nupperibo Swarm	Level 8 Brute
Huge immortal humanoid (swarm, devil, blind)	XP 350
HP 50; Bloodied 25	Initiative +1
AC 20; Fortitude 20; Reflex 16; Will 16	Perception +5
Immune charm, fear; Resist 5 half damage from melee and ranged attacks; Vulnerability 5 against close and area attacks	Darkvision, Blindsight 10 Speed 5
Traits	
Grasping Hunger	
Any enemy that starts its turn adjacent is grabbed and takes 5 damage (10 damage if restrained).	
Swarm	
The swarm can occupy same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
Standard Actions	
↓ Claw • At-Will	
Attack: +11 vs. AC; Hit: 4d8 damage, pull 2 squares toward swarm's center, restrained (save ends)	
Other Powers	
Final Death • At-Will	
Action: No Action.	
Effect: Unless the nupperibo swarm is killed with radiant damage, holy water, or a sanctified weapon, it rises at the start of its next turn with 20 HP.	

Monodrone	Level 8 Soldier
Small immortal animate (modron)	XP 88
HP 15; Bloodied 8	Initiative +8
AC 24; Fortitude 20; Reflex 20; Will 20	Speed 5
Implacable	
Enemies cannot enter the modron's space by any means.	
⬇ Bash • At-Will (Standard)	
Attack: +13 vs. AC; Hit: 8 damage.	
For the Collective • At-Will (Interrupt)	
Effect: When adjacent ally is hit by melee/ranged attack; monodrone sacrificed and -15 damage.	

Quadrone Arbalist	Level 8 Artillery
Medium immortal animate (modron)	XP 350
HP 36; Bloodied 18	Initiative +10
AC 20; Fortitude 20; Reflex 20; Will 20	Speed 5, fly 5 (clumsy)
Traits	
Implacable	
Enemies cannot enter the modron's space by any means.	

Standard Actions
⚡ Dual Crossbows • At-Will
<i>Attack:</i> Range 15 (two enemies within range); +15 vs. AC; <i>Hit:</i> 1d10+8 damage.
Into the Fray • At-Will
<i>Effect:</i> Slide an adjacent monodrone 5 squares. Monodrone is destroyed and one adjacent enemy takes 15 damage.
Triggered Actions
From One Come Many • Encounter
<i>Trigger:</i> When the quadrone drops to 0 HP.
<i>Effect (No Action):</i> 4 monodrones appears in its space or adjacent, acting on quadrone's initiative.

Cranium Rat Hive Mind, PHASE ONE	Level 7 Solo Lurker (Leader)
Large aberrant magical beast (swarm)	
HP 340	Initiative +17
AC 20; Fortitude 18; Reflex 20; Will 24	Perception +16
Speed 6, climb 3	Darkvision
Immune disease, gas; Resist half from melee and ranged attacks, 5 psychic; Vulnerability 5 close and area attacks	Saving Throws +5
Traits	
☀ Paranoid Whispers • Aura 4	
Enemies within the aura don't count as each others allies.	
Hive Mind	
If the hive mind would suffer a condition it may instead transfer it to an adjacent cranium rat. The hive mind can gain an extra standard action by sacrificing a cranium rat once per round.	
Standard Actions	
✂ Id Insinuation (fear, psychic) • At-Will	
<i>Attack:</i> Area burst 1 within 20 (all enemies in burst); +10 vs. Will <i>Hit:</i> 1d10 + 7 psychic damage, and target grants combat advantage and gains vulnerable 5 psychic until the end of the hive mind's next turn.	
☃ Gaseous Missile Barrage (acid, poison) • At-Will	
<i>Attack:</i> Range 20 (up to three targets within 5 squares of each other); +10 vs. Reflex <i>Hit:</i> 1d10 + 7 acid / poison damage.	
Move Actions	
Scurrying Ambush • Once per platform (1/round)	
<i>Effect:</i> Hive mind shifts to one of the platforms via tunnels, summons 2 cranium rats , and gains concealment and combat advantage against PCs with less than 20 passive Perception.	
Minor Actions	
⬅ Mind Blast (psychic, force) • Recharge when an enemy grants it combat advantage (1/round)	
<i>Attack:</i> Close blast 5 (all enemies granting it combat advantage); +10 vs. Will <i>Hit:</i> 1d10+7 psychic / force damage, push 1 square, and lose minor action next turn.	
Triggered Actions	
Many-as-One	
<i>Effect (Reaction):</i> When reduced to 280 HP , the "hive mind" splits into four sub groups, one on each platform, each gaining one standard action at initiative counts 27, 22, 17, and 12. Each of the sub-hive minds can take 15 HP before disbanding into fleeing cranium rats.	
Str 13 (+4)	Dex 19 (+7)
Con 16 (+6)	Int 20 (+8) > 15 (+5) > 10 (+3)
Wis 13 (+4)	Cha 16 (+6)
Alignment evil	Languages telepathy 20

Cranium Rat Hive Mind, PHASE TWO		Level 7 Solo Lurker (Leader)
Large aberrant magical beast (swarm)		
HP 220		Initiative +17
AC 20; Fortitude 18; Reflex 20; Will 21		Perception +17
Speed 6, climb 3		Darkvision
Immune disease, gas; Resist half from melee and ranged attacks; Vulnerability 5 close and area attacks		Saving Throws +5
Traits		
☼ Imperious Whispers • Aura 4		
Enemies in the aura are each effected by any one condition the hive mind suffers from.		
Hive Mind		
If the hive mind would suffer a condition it may instead transfer it to an adjacent cranium rat.		
The hive mind can gain an extra standard action by sacrificing a cranium rat once per round.		
Standard Actions		
✱ Id Insinuation (fear, psychic) • At-Will		
Attack: Area burst 1 within 20 (all enemies in burst); +10 vs. Will		
Hit: 1d10 + 7 psychic damage, and target grants combat advantage and gains vulnerable 5 psychic until the end of the hive mind's next turn.		
⬇ Engulf • At-Will (only 2 targets may be engulfed at the same time)		
Attack: (one target); +12 vs. AC		
Hit: 1d10 + 7 damage, pulled 1 into hive mind's square and grabbed (escape DC 20); while grabbed target grants combat advantage, takes 4 ongoing, and counts as enemy for all attacks.		
Move Actions		
⬇ Swarm of Teeth • At-Will		
Effect: Move 6 squares thru spaces of enemies, subject to Attack: +10 v. Fortitude; Hit: 4 damage.		
Minor Actions		
↩ Mind Blast (psychic) • Recharge when an enemy grants it combat advantage (1/round)		
Attack: Close blast 5 (all enemies granting combat advantage); +10 vs. Will		
Hit: 1d10+7 psychic/force damage, push 1 square, and lose minor action next turn.		
Triggered Actions		
Vindictive Leader • At-Will		
Trigger: When an opportunity attack hits the hive mind.		
Effect (Reaction): All cranium rats adjacent to the attacker gain opportunity attacks against them.		

Cranium Rat Hive Mind, PHASE THREE		Level 7 Solo Lurker (Leader)
Large aberrant magical beast (swarm)		
HP 100		Initiative +17
AC 20; Fortitude 18; Reflex 20; Will 18		Perception +16
Speed 0 (hovers off ground 5', cannot be prone / moved)		Darkvision
Immune disease, gas ; Resist half from melee and ranged attacks; Vulnerability 5 close and area attacks, 5 psychic		Saves +5
Traits		
☼ Obscene Whispers (psychic) • Aura 4		
Enemies starting their turn in the aura take 4 psychic damage.		
Pulsing Cranial Wrath (lightning, psychic)		
Three arcs of blue energy emanate from hive mind at the start of its turn (roll 1d8 on diagram).		
At the end of its turn, move each arc 4 squares away from hive mind. The arcs grant the hive mind concealment and creatures attacking or moving thru arcs take 4 lightning and psychic damage.		
Gravitational Ring		
At the end of the hive mind's turn enemies within 10 squares without cover are pulled 6 squares toward the hive mind. Enemies further away have a 50% miss chance on attacks.		
Standard Actions		

✱ Id Insinuation (fear, psychic) • At-Will
<i>Attack:</i> Area burst 1 within 20 (all enemies in burst); +10 vs. Will <i>Hit:</i> 1d10 + 7 psychic damage, and target grants combat advantage and gains vulnerable 5 psychic until the end of the hive mind's next turn.
☉ Whisper Game (psychic) • Encounter (reliable)
<i>Attack:</i> Close burst 4 (one enemy); +10 vs. Will <i>Hit:</i> 1d10 + 4 psychic damage and 4 ongoing psychic damage and -2 attack (save ends). If the target saves, the nearest ally within 10 squares gains the ongoing damage and attack penalty.
Triggered Actions
Horrific Visage (gaze)
<i>Effect:</i> When reduced to 50 HP , the hive mind flickers like in a strobe light revealing its horrendous aberrant form. Bloodied creatures that can see the hive mind are mind-linked so that half the damage from attacks targeting the hive mind effects them as psychic damage.
Disincorporate
<i>Effect:</i> When reduced to 0 HP , the hive mind cannot reform for 1d100 days. Only destroying the Vishkar destroys the cranium rat hive mind permanently.

Wolf Warden Beast	Level 6 Elite Skirmisher
Large natural beast	XP 500
HP 150; Bloodied 75	Initiative +9
AC 20; Fortitude 18; Reflex 18; Will 17	Perception +12, Low-Light Vision
Saving Throws +2; Action Points 1	Speed 8
Traits	
Combat Advantage	
The wolf warden beast gains combat advantage against a target that has any of the warden beast's allies adjacent to it. If the wolf warden beast has combat advantage, the target is also knocked prone on a hit.	
Aura of the Wolves • Aura 10	
Wolves remove all conditions affecting them at the start of their turn and deal +d6 damage.	
Standard Actions	
⬇ Bite • At-Will	
<i>Attack:</i> +11 vs. AC; <i>Hit:</i> 2d8 + 5 damage, or 3d8+10 damage against a prone target. .	
⬇ Overrun (reliable, charge attack) • Encounter	
<i>Attack:</i> +10 vs. Reflex <i>Hit:</i> 3d8 + 5 damage, knocked prone and restrained (save ends both, or escape DC 18) <i>Effect:</i> Shift 8 squares before this attack.	
Move Actions	
Sprint of the Beastlands • Recharge when first bloodied	
<i>Effect:</i> Shift 8 squares and any enemy ongoing zone or effect the warden beast contacts ends.	
Minor Actions	
Summon Wolf Horde • Daily	
<i>Effect:</i> Every wolf within 5 miles arrives within 5 minutes (on the Beastlands about 10d10 wolves).	
Opportunity Actions	
Snap at the Heels • At-Will	
<i>Effect:</i> Make an opportunity attack when an adjacent enemy rises from prone.	

Cranium Rat	Level 6 Artillery
Tiny natural magical beast	XP 63

HP 15; Bloodied 8	Initiative +6
AC 18; Fortitude 17; Reflex 21; Will 15	Low-Light Vision
Speed 6, climb 3	Telepathy 1
Traits	
Group Mind	
For every 4 cranium rats adjacent to any other, increase their Intelligence score by +1, increase their telepathy range by 1, and they can use <i>psychic bolt</i> an extra time per round. For every 6 cranium rats adjacent to any other, once per round one of them can use <i>psychic barrage</i> .	
Shared Agony	
Overkill damage against a cranium rat applies to closest cranium rat as psychic damage.	
Standard Actions	
⬇ Bite • At-Will	
<i>Attack:</i> +11 vs. AC	
<i>Hit:</i> 1d8 + 2 damage and target must make a saving throw or contract <i>arcanos</i> .	
✂ Fear the Rodent (fear, psychic) • At-Will (1/round + extra use per 4 cranium rats)	
<i>Attack:</i> Ranged 10; +9 vs. Will	
<i>Hit:</i> 1d8 + 2 psychic damage and cannot attack cranium rats until start of your next turn.	
✂ Psychic Barrage (charm, psychic) • At-Will (1/round for every 6 cranium rats)	
<i>Attack:</i> Area burst 1 within 10; +9 vs. Will	
<i>Hit:</i> 1d8 + 2 psychic damage.	

Trelon	Level 6 Lurker	
Medium aberrant magical beast	XP 250	
HP 58; Bloodied 29	Initiative +11	
AC 20; Fortitude 18; Reflex 19; Will 23	Perception +9	
Speed 7	Darkvision, Truesight 10	
Immune illusion		
Traits		
A Creature of Phantasm		
Trelons can make Stealth checks with concealment. A trelon remains hidden when it moves so long as it has some concealment when it ends its move.		
Pack Attack		
Trelons deal +5 damage against enemies flanked by other trelons.		
Standard Actions		
⬇ Armspikes • At-Will		
<i>Attack:</i> +11 vs. AC		
<i>Hit:</i> 2d8 + 5 damage (+1d8 critical) and shift 1 square.		
Triggered Actions		
⬇ Devouring Mandibles • At-Will		
<i>Effect (Immediate Interrupt):</i> Target is grabbed and takes ongoing 10 damage until the trelon is dead or the grab is broken.		
Skills Stealth +12		
Str 16 (+6)	Dex 19 (+7)	Wis 13 (+4)
Con 16 (+6)	Int 7 (+1)	Cha 10 (+3)
Alignment evil	Languages —	

Vargouille	Level 2 Lurker
Small aberrant humanoid	XP 125

HP 29; Bloodied 15 AC 16; Fortitude 14; Reflex 15; Will 13 Speed 0, fly 6 (hover)			Initiative +7 Perception +6 Darkvision
Traits			
Light Vulnerability			
Blinded by sunlight or the equivalent.			
Standard Actions			
⬇ Bite (poison) • At-Will			
<i>Attack:</i> +7 vs. AC			
<i>Hit:</i> 1d6 + 7 damage and cannot spend healing surges or regain hit points (save ends).			
⬇ Vargouille's Kiss • At-Will			
<i>Requirements:</i> Can only be used on a stunned target.			
<i>Attack:</i> +5 vs. Fortitude			
<i>Hit:</i> Target is infected with the Vargouille's Transformation Disease.			
Minor Actions			
↩ Shrieking Visage (fear) • Encounter			
<i>Requirements:</i> Must be used on the vargouille's first turn.			
<i>Attack:</i> Close burst 5 (enemies in burst); +5 vs. Will; Enemies that haven't acted yet this encounter grant combat advantage for this attack.			
<i>Hit:</i> Stunned (save ends).			
Skills Stealth +8			
Str 12 (+2)	Dex 14 (+3)	Wis 11 (+1)	
Con 11 (+1)	Int 7 (−1)	Cha 7 (−1)	
Alignment evil		Languages —	