

## 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                     |

| <b>Osyluth Taskmaster</b>  |                     | <b>Level 17 Controller (Leader)</b> |
|--|---------------------|-------------------------------------|
| Large immortal humanoid (devil)  |                     | XP 1,600                            |
| <b>HP</b> 164; <b>Bloodied</b> 82  |                     | <b>Initiative</b> +12               |
| <b>AC</b> 31; <b>Fortitude</b> 30; <b>Reflex</b> 28; <b>Will</b> 29  |                     | <b>Perception</b> +15               |
| <b>Speed</b> 8, teleport 2   |                     | Darkvision                          |
| <b>Resist</b> 10 fire  |                     |                                     |
| Traits   |                     |                                     |
| <b>Aura of Fiendish Might • Aura</b> 1 (fear)  |                     |                                     |
| Enemies within the aura at the start of the osyluth's turn slide 1 square away from the osyluth.   |                     |                                     |
| Standard Actions   |                     |                                     |
| ⊕ <b>Scything Claws • At-Will</b>  |                     |                                     |
| <i>Attack:</i> Reach 2; +22 vs. AC   |                     |                                     |
| <i>Hit:</i> 2d8 + 8 damage.  |                     |                                     |
| ↓ <b>Black-Barbed Stinger (poison) • At-Will</b>   |                     |                                     |
| <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).  |                     |                                     |
| ↓ <b>Flurry of Attacks • At-Will</b>   |                     |                                     |
| <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  |                     |                                     |
| ↩ <b>Taskmaster's Gaze (gaze, psychic, charm) • At-Will</b> (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. |                     |                                     |
| <b>Skills</b> Insight +15, Intimidate +18  |                     |                                     |
| <b>Str</b> 24 (+15)  | <b>Dex</b> 18 (+12) | <b>Wis</b> 14 (+10)                 |
| <b>Con</b> 20 (+13)  | <b>Int</b> 14 (+10) | <b>Cha</b> 20 (+13)                 |
| <b>Alignment</b> evil <b>Languages</b> Common, Supernal  |                     |                                     |

| <b>Malice, Erinyes Temptress</b>  |  | <b>Level 16 Elite Controller</b> |
|---|--|----------------------------------|
| Medium immortal humanoid (devil, shapechanger)  |  | XP 2,800                         |
| <b>HP</b> 300; <b>Bloodied</b> 150  |  | <b>Initiative</b> +13            |
| <b>AC</b> 30; <b>Fortitude</b> 24; <b>Reflex</b> 28; <b>Will</b> 30   |  | <b>Perception</b> +20            |
| <b>Speed</b> 6, fly 6   |  | Darkvision                       |
| <b>Resist</b> 25 fire   |  |                                  |
| <b>Saving Throws</b> +2; <b>Action Points</b> 1   |  |                                  |
| Traits  |  |                                  |
| <b>Hypnotic Whip Dance • Aura</b> 5   |  |                                  |
| Enemies outside the aura treat Malice as having total concealment. Enemies moving into or starting within the aura are slowed.                    |  |                                  |
| <b>Threatening Reach</b>  |  |                                  |
| Malice can make opportunity attacks against creatures in her aura.  |  |                                  |
| Standard Actions  |  |                                  |
| ⊕ <b>Whip (fire, necrotic) • At-Will</b>  |  |                                  |
| <i>Attack:</i> Reach 5; +21 vs. AC  |  |                                  |
| <i>Hit:</i> 1d8 + 13 fire and necrotic damage, and slide target 1 square.   |  |                                  |
| ↓ <b>Entangling Whip (fire, necrotic) • Recharge</b> 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>➤ <b>Dominate</b> (charm, gaze) • <b>Recharge</b> 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>↩ <b>Profane Mockery</b> (necrotic, psychic) • <b>Encounter</b></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>   |
| <p><b>Move Actions</b></p> <p><b>Change Shape</b> (polymorph) • <b>At-Will</b></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><b>Catch Me If You Can</b> (illusion) • <b>Recharge</b> 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>   |
| <p><b>Minor Actions</b></p> <p>↩ <b>Cause Fear</b> (fear) • <b>At-Will</b> (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>↩ <b>Red Tear in Space</b> • <b>At-Will</b> (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> |
| <p><b>Triggered Actions</b></p> <p><b>Loyal Consort</b> • <b>At-Will</b></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><b>Reactive Planeshift</b> • <b>At-Will</b></p> <p><i>Trigger:</i> When reduced to 0 HP.</p> <p><i>Effect (Free):</i> Malice planeshifts to the Nine Hells.</p>   |
| <p><b>Skills</b> Bluff +26, Diplomacy +20, Insight +20, Intimidate +20</p> <p><b>Str</b> 15 (+10)                      <b>Dex</b> 21 (+13)                      <b>Wis</b> 25 (+15)</p> <p><b>Con</b> 15 (+10)                      <b>Int</b> 19 (+12)                      <b>Cha</b> 25 (+15)</p>   |
| <p><b>Alignment</b> lawful evil    <b>Languages</b> Speak all languages, Telepathy 10</p>  |

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

| Standard Actions  |                     |                     |
|---|---------------------|---------------------|
| ⊕ <b>Bite • At-Will</b>   |                     |                     |
| <i>Attack:</i> Reach 0; +16 vs. AC  |                     |                     |
| <i>Hit:</i> 3d8 + 8 damage.   |                     |                     |
| ↩ <b>Skull Mob • Encounter 2/encounter</b>  |                     |                     |
| <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. |                     |                     |
| <b>Skills</b> Stealth +15, Bluff +15, History +15, Intimidate +15   |                     |                     |
| <b>Str</b> 16 (+10)   | <b>Dex</b> 16 (+10) | <b>Wis</b> 16 (+10) |
| <b>Con</b> 20 (+12)   | <b>Int</b> 16 (+10) | <b>Cha</b> 16 (+10) |
| <b>Alignment</b> chaotic good <b>Languages</b> Common   |                     |                     |

| Marraenoloth (Styx Boatman)   |                     | Level 14 Controller   |
|---|---------------------|-----------------------|
| Medium immortal humanoid (yugoloth)   |                     | XP 1,000              |
| <b>HP</b> 137; <b>Bloodied</b> 69   |                     | <b>Initiative</b> +9  |
| <b>AC</b> 28; <b>Fortitude</b> 26; <b>Reflex</b> 26; <b>Will</b> 26   |                     | <b>Perception</b> +18 |
| <b>Speed</b> 6, teleport 6  |                     | Darkvision            |
| <b>Immune</b> memory loss; <b>Resist</b> 10 acid, 10 poison   |                     |                       |
| Standard Actions  |                     |                       |
| ⊕ <b>Scythe (weapon) • At-Will</b>  |                     |                       |
| <i>Attack:</i> +19 vs. AC   |                     |                       |
| <i>Hit:</i> 5d6 + 5 damage.   |                     |                       |
| ↩ <b>Burning Eyes of Dread (fear, gaze) • At-Will</b>   |                     |                       |
| <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. |                     |                       |
| ↩ <b>Call of the Styx (poison) • Encounter</b>  |                     |                       |
| <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  |                     |                       |
| <b>Boatman's Stride (teleportation) • Encounter</b>   |                     |                       |
| <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.  |                     |                       |
| <b>Skills</b> Intimidate +15, Arcana +18, Bluff +15, Diplomacy +15, Insight +18   |                     |                       |
| <b>Str</b> 14 (+9)  | <b>Dex</b> 14 (+9)  | <b>Wis</b> 23 (+13)   |
| <b>Con</b> 17 (+10)   | <b>Int</b> 23 (+13) | <b>Cha</b> 17 (+10)   |
| <b>Alignment</b> evil <b>Languages</b> Speak all languages, Telepathy 20  |                     |                       |
| <b>Equipment</b> skiff  |                     |                       |

| <b>Gate Hunter Mimic</b>  |                     | <b>Level 12 Elite Lurker</b> |
|---|---------------------|------------------------------|
| Large aberrant magical beast  |                     | XP 1,400                     |
| <b>HP</b> 200; <b>Bloodied</b> 100  |                     | <b>Initiative</b> +16        |
| <b>AC</b> 26; <b>Fortitude</b> 24; <b>Reflex</b> 24; <b>Will</b> 23   |                     | <b>Perception</b> +11        |
| <b>Speed</b> 5  |                     | Darkvision, Tremorsense 10   |
| <b>Immune</b> acid  |                     |                              |
| <b>Saving Throws</b> +2; <b>Action Points</b> 1   |                     |                              |
| <b>Traits</b>   |                     |                              |
| <b>Ambush</b>   |                     |                              |
| The gate mimic deals 3d8 extra damage against surprised creatures.  |                     |                              |
| <b>Ironskin</b>   |                     |                              |
| If the mimic takes no standard action on its turn, it gains resist 30 all damage until the start of its next turn.  |                     |                              |
| <b>Standard Actions</b>   |                     |                              |
| ⬇ <b>Grasping Tendrils</b> (acid) • <b>At-Will</b>  |                     |                              |
| <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.  |                     |                              |
| <b>Minor Actions</b>  |                     |                              |
| <b>Shapeshift</b> (polymorph) • <b>At-Will</b>  |                     |                              |
| <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.  |                     |                              |
| <b>Reel in the Prey</b> • <b>At-Will</b> (1/round)  |                     |                              |
| <i>Effect:</i> Pull a grabbed creature 3 squares with its tongue.   |                     |                              |
| <b>Triggered Actions</b>  |                     |                              |
| ⬅ <b>Frenzied Tendril Flurry</b> • <b>Encounter</b>   |                     |                              |
| <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.  |                     |                              |
| <b>Slavering Maw</b> • <b>Recharge</b> 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. |                     |                              |
| <b>Skills</b> Stealth +17   |                     |                              |
| <b>Str</b> 22 (+12)   | <b>Dex</b> 22 (+12) | <b>Wis</b> 21 (+11)          |
| <b>Con</b> 22 (+12)   | <b>Int</b> 16 (+9)  | <b>Cha</b> 15 (+8)           |
| <b>Alignment</b> unaligned <b>Languages</b> Deep Speech, Common (broken)  |                     |                              |

| <b>Barbazú Guard</b>   |  | <b>Level 12 Soldier</b> |
|--|--|-------------------------|
| Medium immortal humanoid (devil)   |  | XP 700                  |
| <b>HP</b> 120; <b>Bloodied</b> 60  |  | <b>Initiative</b> +9    |
| <b>AC</b> 28; <b>Fortitude</b> 24; <b>Reflex</b> 21; <b>Will</b> 22                          |  | <b>Perception</b> +14   |
| <b>Speed</b> 6   |  | Darkvision              |
| <b>Resist</b> 15 fire  |  |                         |
| <b>Traits</b>  |  |                         |
| <b>Battle Frenzy</b>   |  |                         |
| 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**

*Attack:* +15 vs. AC

*Hit:* 3d6 + 6 damage.

#### Move Actions

##### **Battle Drive** • **At-Will**

*Effect:* 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

|  |                    |                    |
|--|--------------------|--------------------|
| <b>Fiendish Regeneration (5)</b>   |                    |                    |
| 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. |                    |                    |
| <b>Writhing Chains • Aura 3</b>  |                    |                    |
| Enemies entering or moving within the kyton's aura of writhing chains are slowed until the end of their turn.  |                    |                    |
| <b>Standard Actions</b>  |                    |                    |
| ⬇ <b>Spiked Chain • At-Will</b>  |                    |                    |
| <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.   |                    |                    |
| <b>Gift of Chains • Encounter</b>  |                    |                    |
| <i>Effect:</i> The kyton makes 4 spiked chain attacks, and may shift 1 square after each attack.   |                    |                    |
| <b>Minor Actions</b>   |                    |                    |
| ⬅ <b>Burning Fetters (fire) • At-Will</b>  |                    |                    |
| <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.   |                    |                    |
| <b>Str</b> 16 (+8)   | <b>Dex</b> 18 (+9) | <b>Wis</b> 15 (+7) |
| <b>Con</b> 16 (+8)   | <b>Int</b> 12 (+6) | <b>Cha</b> 12 (+6) |
| <b>Alignment</b> lawful evil <b>Languages</b> Common, Supernal   |                    |                    |

|   |                            |
|---|----------------------------|
| <b>Nic'Epona</b>  | <b>Level 11 Skirmisher</b> |
| Large immortal magical beast (horse)  | XP 600                     |
| <b>HP</b> 116; <b>Bloodied</b> 58   | <b>Initiative</b> +10      |
| <b>AC</b> 25; <b>Fortitude</b> 24; <b>Reflex</b> 23; <b>Will</b> 22   | <b>Perception</b> +12      |
| <b>Speed</b> 11   | Low-Light Vision           |
| <b>Immune</b> charm   |                            |
| <b>Traits</b>   |                            |
| <b>Charger</b>  |                            |
| Requirements: Mounted Combat. The Nic'Epona's bonded rider deals +5 damage on mounted charge attacks.   |                            |
| <b>Standard Actions</b>   |                            |
| ⬇ <b>Hoof Attack • At-Will</b>  |                            |
| <i>Attack:</i> +16 vs. AC   |                            |
| <i>Hit:</i> 3d8 + 1 damage, push 1 square, and if medium-sized or smaller knock prone.  |                            |
| <b>Move Actions</b>   |                            |
| <b>Planeshift (teleportation) • At-Will</b>   |                            |
| <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.   |                            |
| <b>Stampede • At-Will</b>   |                            |
| <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.   |                            |
| <b>Minor Actions</b>  |                            |
| <b>Fleeting Causeway (mount) • Recharge</b> 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.   |                            |
| <b>Triggered Actions</b>  |                            |

### ↓ Powerful Hind Leg Kick • At-Will

*Trigger:* When a flanking creature attacks the Nic'Epona or her rider.

*Effect (Opportunity):* 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

*Attack:* Reach 5 (two creatures); +15 vs. AC

*Hit:* 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

*Attack:* Range 40 (one creature); +14 vs. Reflex

*Hit:* 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

*Attack:* Range 40 (all creatures in a straight line); +14 vs. Fortitude

*Hit:* 4d12 + 10 fire and axiomatic damage. Chaotic creatures take an extra +10 damage.

*Miss:* Half damage.

### Minor Actions

#### ↶ Psychic Surgery • At-Will (1/round)

*Attack:* Close burst 10 (one creature must be grabbed, immobilized, restrained, etc.); +14 vs. Will

*Hit:* 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)

*Attack:* Close burst 10 (one creature); +14 vs. Will

*Hit:* 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

### Euferial, 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.

|   |                                    |                    |
|---|------------------------------------|--------------------|
| <b>Ghostlight</b>   | <b>Level 10 Elite Lurker</b>       |                    |
| Small shadow magical beast  | XP 1,000                           |                    |
| <b>HP</b> 114; <b>Bloodied</b> 57   | <b>Initiative</b> +15              |                    |
| <b>AC</b> 22; <b>Fortitude</b> 19; <b>Reflex</b> 24; <b>Will</b> 22   | <b>Perception</b> +11              |                    |
| <b>Speed</b> 0, fly 6 (hover)   | Darkvision                         |                    |
| <b>Saving Throws</b> +2; <b>Action Points</b> 1   |                                    |                    |
| <b>Standard Actions</b>   |                                    |                    |
| ⬇ <b>Energy Drain</b> (necrotic) • <b>At-Will</b>   |                                    |                    |
| <i>Attack:</i> Reach 2; +13 vs. Reflex  |                                    |                    |
| <i>Hit:</i> 2d10 + 6 necrotic damage, and cannot use healing surges (save ends).  |                                    |                    |
| ⬇ <b>Possess</b> (charm) • <b>At-Will</b>   |                                    |                    |
| <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.   |                                    |                    |
| ↩ <b>Hypnotic Pattern</b> (charm, gaze) • <b>At-Will</b>  |                                    |                    |
| <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.  |                                    |                    |
| <b>Move Actions</b>   |                                    |                    |
| <b>Dissipate</b> (teleportation) • <b>Encounter</b>   |                                    |                    |
| <i>Effect:</i> The ghostlight teleports up to 20 squares.   |                                    |                    |
| <b>Minor Actions</b>  |                                    |                    |
| ↩ <b>Dancing lights</b> • <b>Recharge</b> 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. |                                    |                    |
| <b>Free Actions</b>   |                                    |                    |
| <b>Corpse Candle</b> • <b>At-Will</b>   |                                    |                    |
| <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.   |                                    |                    |
| <b>Skills</b> Stealth +16   |                                    |                    |
| <b>Str</b> 4 (+2)   | <b>Dex</b> 22 (+11)                | <b>Wis</b> 12 (+6) |
| <b>Con</b> 13 (+6)  | <b>Int</b> 18 (+9)                 | <b>Cha</b> 18 (+9) |
| <b>Alignment</b> evil   | <b>Languages</b> Telepathy (touch) |                    |

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

|   |
|---|
| <b>Traits</b>   |
| <b>Modron Succor • Aura 10</b>  |
| 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.  |
| <b>Implacable</b>   |
| Enemies cannot enter the decaton's space.   |
| <b>Standard Actions</b>   |
| ⬇ <b>Tentacle • At-Will</b>   |
| <i>Attack:</i> Reach 5; +15 vs. AC; <i>Hit:</i> 3d6 + 5 damage and slide target 1 square.   |
| <b>Tentacle Net • At-Will</b>   |
| <i>Effect:</i> Attack up to 5 adjacent enemies with Tentacle.   |
| <b>Minor Actions</b>  |
| <b>Maintenance Refuge • Recharge</b> 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 pentadron) appears in their place at the end of the decaton's next turn.            |
| <b>Other Powers</b>   |
| <b>From One Come Many • At-Will</b>   |
| <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. |

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

| <b>Red Abishai</b>   |                    | <b>Level 9 Brute</b> |
|--|--------------------|----------------------|
| Medium immortal humanoid (devil)   |                    | XP 400               |
| <b>HP</b> 120; <b>Bloodied</b> 60  |                    | <b>Initiative</b> +6 |
| <b>AC</b> 21; <b>Fortitude</b> 22; <b>Reflex</b> 21; <b>Will</b> 21  |                    | <b>Perception</b> +6 |
| <b>Speed</b> 6, fly 6 (clumsy)   |                    | Darkvision           |
| <b>Resist</b> 10 fire  |                    |                      |
| Traits   |                    |                      |
| <b>Fiendish Regeneration (5)</b>   |                    |                      |
| 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   |                    |                      |
| ⊕ <b>Claw • At-Will</b>  |                    |                      |
| <i>Attack:</i> +12 vs. AC  |                    |                      |
| <i>Hit:</i> 3d8 + 6 damage.  |                    |                      |
| ↓ <b>Venomfire Tail Lash (fire, poison) • At-Will</b>  |                    |                      |
| <i>Attack:</i> +12 vs. AC  |                    |                      |
| <i>Hit:</i> 2d8 + 5 poison damage and ongoing 5 fire damage (save ends).   |                    |                      |
| ↓ <b>Dive Attack • At-Will</b>   |                    |                      |
| <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   |                    |                      |
| <b>Wizard's Bargain • Daily</b>  |                    |                      |
| <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). |                    |                      |
| <b>Str</b> 18 (+8)   | <b>Dex</b> 14 (+6) | <b>Wis</b> 14 (+6)   |
| <b>Con</b> 20 (+9)   | <b>Int</b> 10 (+4) | <b>Cha</b> 10 (+4)   |
| <b>Alignment</b> lawful evil <b>Languages</b> Common, Supernal   |                    |                      |

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

*Trigger:* When pentadrone drops to 0 HP.

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

|  |   |
|--|---|
| <b>Nupperibo Swarm</b>   | <b>Level 8 Brute</b>                        |
| Huge immortal humanoid (swarm, devil, blind)   | XP 350                                      |
| <b>HP 50; Bloodied 25</b>  | <b>Initiative +1</b>                        |
| <b>AC 20; Fortitude 20; Reflex 16; Will 16</b>   | <b>Perception +5</b>                        |
| <b>Immune</b> charm, fear; <b>Resist</b> 5 half damage from melee and ranged attacks; <b>Vulnerability</b> 5 against close and area attacks  | Darkvision, Blindsight 10<br><b>Speed 5</b> |
| <b>Traits</b>  |   |
| <b>Grasping Hunger</b>   |   |
| Any enemy that starts its turn adjacent is grabbed and takes 5 damage (10 damage if restrained).   |   |
| <b>Swarm</b>   |   |
| 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. |   |
| <b>Standard Actions</b>  |   |
| ↓ <b>Claw • At-Will</b>  |   |
| <i>Attack:</i> +11 vs. AC; <i>Hit:</i> 4d8 damage, pull 2 squares toward swarm's center, restrained (save ends)  |   |
| <b>Other Powers</b>  |   |
| <b>Final Death • At-Will</b>   |   |
| <i>Action:</i> No Action.  |   |
| <i>Effect:</i> 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.  |   |

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

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

|  |
|--|
| <b>Standard Actions</b>  |
| ⊕ <b>Dual Crossbows • At-Will</b>  |
| <i>Attack:</i> Range 15 (two enemies within range); +15 vs. AC; <i>Hit:</i> 1d10+8 damage.                           |
| <b>Into the Fray • At-Will</b>   |
| <i>Effect:</i> Slide an adjacent monodrone 5 squares. Monodrone is destroyed and one adjacent enemy takes 15 damage. |
| <b>Triggered Actions</b>   |
| <b>From One Come Many • Encounter</b>  |
| <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.           |

|   |  |
|---|--|
| <b>Cranium Rat Hive Mind, PHASE ONE</b>   | <b>Level 7 Solo Lurker (Leader)</b>    |
| Large aberrant magical beast (swarm)  |  |
| <b>HP</b> 340   | <b>Initiative</b> +17                  |
| <b>AC</b> 20; <b>Fortitude</b> 18; <b>Reflex</b> 20; <b>Will</b> 24   | <b>Perception</b> +16                  |
| <b>Speed</b> 6, climb 3   | Darkvision                             |
| <b>Immune</b> disease, gas; <b>Resist</b> half from melee and ranged attacks, 5 psychic; <b>Vulnerability</b> 5 close and area attacks  | <b>Saving Throws</b> +5                |
| <b>Traits</b>   |  |
| ☼ <b>Paranoid Whispers • Aura 4</b>   |  |
| Enemies within the aura don't count as each others allies.  |  |
| <b>Hive Mind</b>  |  |
| If the hive mind would suffer a condition it may instead transfer it to an adjacent cranium rat.<br>The hive mind can gain an extra standard action by sacrificing a cranium rat once per round.  |  |
| <b>Standard Actions</b>   |  |
| ✱ <b>Id Insinuation (fear, psychic) • At-Will</b>   |  |
| <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.  |  |
| ✂ <b>Gaseous Missile Barrage (acid, poison) • At-Will</b>   |  |
| <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.  |  |
| <b>Move Actions</b>   |  |
| <b>Scurrying Ambush • Once per platform (1/round)</b>   |  |
| <i>Effect:</i> Hive mind shifts to one of the platforms via tunnels, summons <b>2 cranium rats</b> , and gains concealment and combat advantage against PCs with less than 20 passive Perception.   |  |
| <b>Minor Actions</b>  |  |
| ↩ <b>Mind Blast (psychic, force) • Recharge</b> 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.  |  |
| <b>Triggered Actions</b>  |  |
| <b>Many-as-One</b>  |  |
| <i>Effect (Reaction):</i> When reduced to <b>280 HP</b> , 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. |  |
| <b>Str</b> 13 (+4)  | <b>Dex</b> 19 (+7)                     |
| <b>Con</b> 16 (+6)  | <b>Int</b> 20 (+8) > 15 (+5) > 10 (+3) |
|   | <b>Wis</b> 13 (+4)                     |
|   | <b>Cha</b> 16 (+6)                     |
| <b>Alignment</b> evil   | <b>Languages</b> telepathy 20          |

| Cranium Rat Hive Mind, PHASE TWO   | Level 7 Solo Lurker (Leader) |
|--|------------------------------|
| Large aberrant magical beast (swarm)   |                              |
| <b>HP</b> 220  | <b>Initiative</b> +17        |
| <b>AC</b> 20; <b>Fortitude</b> 18; <b>Reflex</b> 20; <b>Will</b> 21  | <b>Perception</b> +17        |
| <b>Speed</b> 6, climb 3  | Darkvision                   |
| <b>Immune</b> disease, gas; <b>Resist</b> half from melee and ranged attacks; <b>Vulnerability</b> 5 close and area attacks  | <b>Saving Throws</b> +5      |
| <b>Traits</b>  |                              |
| ☼ <b>Imperious Whispers</b> • <b>Aura</b> 4  |                              |
| Enemies in the aura are each effected by any one condition the hive mind suffers from.   |                              |
| <b>Hive Mind</b>   |                              |
| If the hive mind would suffer a condition it may instead transfer it to an adjacent cranium rat.<br>The hive mind can gain an extra standard action by sacrificing a cranium rat once per round. |                              |
| <b>Standard Actions</b>  |                              |
| ✦ <b>Id Insinuation</b> (fear, psychic) • <b>At-Will</b>   |                              |
| <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.   |                              |
| ⬇ <b>Engulf</b> • <b>At-Will</b> (only 2 targets may be engulfed at the same time)   |                              |
| <i>Attack:</i> (one target); +12 vs. AC  |                              |
| <i>Hit:</i> 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.    |                              |
| <b>Move Actions</b>  |                              |
| ⬇ <b>Swarm of Teeth</b> • <b>At-Will</b>   |                              |
| <i>Effect:</i> Move 6 squares thru spaces of enemies, subject to <i>Attack:</i> +10 v. Fortitude; <i>Hit:</i> 4 damage.  |                              |
| <b>Minor Actions</b>   |                              |
| ↩ <b>Mind Blast</b> (psychic) • <b>Recharge</b> when an enemy grants it combat advantage (1/round)   |                              |
| <i>Attack:</i> Close blast 5 (all enemies granting combat advantage); +10 vs. Will   |                              |
| <i>Hit:</i> 1d10+7 psychic/force damage, push 1 square, and lose minor action next turn.   |                              |
| <b>Triggered Actions</b>   |                              |
| <b>Vindictive Leader</b> • <b>At-Will</b>  |                              |
| <i>Trigger:</i> When an opportunity attack hits the hive mind.   |                              |
| <i>Effect (Reaction):</i> 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)   |                              |
| <b>HP</b> 100  | <b>Initiative</b> +17        |
| <b>AC</b> 20; <b>Fortitude</b> 18; <b>Reflex</b> 20; <b>Will</b> 18  | <b>Perception</b> +16        |
| <b>Speed</b> 0 (hovers off ground 5', cannot be prone / moved)   | Darkvision                   |
| <b>Immune</b> disease, gas ; <b>Resist</b> half from melee and ranged attacks; <b>Vulnerability</b> 5 close and area attacks, 5 psychic  | <b>Saves</b> +5              |
| <b>Traits</b>  |                              |
| ☼ <b>Obscene Whispers</b> (psychic) • <b>Aura</b> 4  |                              |
| Enemies starting their turn in the aura take 4 psychic damage.   |                              |
| <b>Pulsing Cranial Wrath</b> (lightning, psychic)  |                              |
| Three arcs of blue energy emanate from hive mind at the start of its turn (roll 1d8 on diagram).<br>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. |                              |
| <b>Gravitational Ring</b>  |                              |
| 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.  |                              |
| <b>Standard Actions</b>  |                              |

|  |
|--|
| <b>✦ Id Insinuation</b> (fear, psychic) • <b>At-Will</b>   |
| <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.   |
| <b>☉ Whisper Game</b> (psychic) • <b>Encounter</b> (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.   |
| <b>Triggered Actions</b>   |
| <b>Horrific Visage</b> (gaze)  |
| <i>Effect:</i> When reduced to <b>50 HP</b> , 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. |
| <b>Disincorporate</b>  |
| <i>Effect:</i> When reduced to <b>0 HP</b> , the hive mind cannot reform for 1d100 days. Only destroying the Vishkar destroys the cranium rat hive mind permanently.   |

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

|                            |                          |
|----------------------------|--------------------------|
| <b>Cranium Rat</b>         | <b>Level 6 Artillery</b> |
| Tiny natural magical beast | XP 63                    |

|   |                      |
|---|----------------------|
| <b>HP 15; Bloodied 8</b>  | <b>Initiative +6</b> |
| <b>AC 18; Fortitude 17; Reflex 21; Will 15</b>  | Low-Light Vision     |
| <b>Speed 6, climb 3</b>   | <b>Telepathy 1</b>   |
| <b>Traits</b>   |                      |
| <b>Group Mind</b>   |                      |
| 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> . |                      |
| <b>Shared Agony</b>   |                      |
| Overkill damage against a cranium rat applies to closest cranium rat as psychic damage.   |                      |
| <b>Standard Actions</b>   |                      |
| ⬇ <b>Bite • At-Will</b>   |                      |
| <i>Attack:</i> +11 vs. AC   |                      |
| <i>Hit:</i> 1d8 + 2 damage and target must make a saving throw or contract <i>arcanosis</i> .   |                      |
| ⚔ <b>Fear the Rodent</b> (fear, psychic) • <b>At-Will</b> (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.  |                      |
| ✳ <b>Psychic Barrage</b> (charm, psychic) • <b>At-Will</b> (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.   |                      |

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

|                         |                       |
|-------------------------|-----------------------|
| <b>Vargouille</b>       | <b>Level 2 Lurker</b> |
| Small aberrant humanoid | XP 125                |

**HP** 29; **Bloodied** 15 **Initiative** +7  
**AC** 16; **Fortitude** 14; **Reflex** 15; **Will** 13 **Perception** +6  
**Speed** 0, fly 6 (hover) Darkvision

#### Traits

##### Light Vulnerability

Blinded by sunlight or the equivalent.

#### Standard Actions

##### ⊕ **Bite** (poison) • **At-Will**

*Attack:* +7 vs. AC

*Hit:* 1d6 + 7 damage and cannot spend healing surges or regain hit points (save ends).

##### ‡ **Vargouille's Kiss** • **At-Will**

*Requirements:* Can only be used on a stunned target.

*Attack:* +5 vs. Fortitude

*Hit:* Target is infected with the Vargouille's Transformation Disease.

#### Minor Actions

##### ↩ **Shrieking Visage** (fear) • **Encounter**

*Requirements:* Must be used on the vargouille's first turn.

*Attack:* Close burst 5 (enemies in burst ); +5 vs. Will; Enemies that haven't acted yet this encounter grant combat advantage for this attack.

*Hit:* 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** —