

CAVE BEAR LEVEL 6 ELITE BRUTE
MEDIUM NATURAL BEASTS

INIT +4 SPD 8

AC 20
Senses Perception +5; darkvision

FORT 21
Action Points 1
Ⓛ Claw (standard; at-will)
+10 vs. AC; 2d8 + 5 damage.

REF 17
← Cave Bear Frenzy (standard; recharge 5,6)
Close burst 1; targets enemies; +10 vs. AC; 2d8 + 5 damage.

WILL 18

HP/Bloodied 170 / 85

STR +8 (20) CON +5 (15) DEX +4 (13) INT -1 (2) WIS +5 (14) CHA +4 (12)

D&D ROLEPLAYING STATS Languages —

ETTERCAP WEBSPINNER LEVEL 5 CONTROLLER
MEDIUM NATURAL HUMANOID (SPIDER)

INIT +4 SPD 5 CLB 5 (spider climb)

AC 18
Senses Perception +9
Resist 10 poison

FORT 17
Ⓛ Longspear (standard; at-will) • Weapon
Reach 2, +10 vs. AC; 1d10 + 3 damage.
↓ Spider Bite (standard; at-will) • Poison
Requires combat advantage; +10 vs. AC; 1d6 + 3 damage, and the ettercap makes a secondary attack against the same target. *Secondary Attack:* +8 vs. Fortitude; ongoing 5 poison damage (save ends).
⤴ Web Net (minor 1/round; at-will)
Ranged 5; +9 vs. Reflex; the target is restrained (save ends).
* Webbed Terrain (standard; recharge 2) • Zone
Area burst 2 within 10; +9 vs. Reflex; the target is immobilized (save ends). The zone is filled with spider webs and is considered difficult terrain until the end of the encounter.
Web Walker An ettercap ignores movement effects of spider webs and difficult terrain related to spider swarms.

REF 16
Skills Stealth +9
Equipment leather armor, longspear

WILL 16

HP/Bloodied 64 / 32

STR +5 (16) CON +5 (16) DEX +4 (14) INT -1 (5) WIS +4 (15) CHA +3 (13)

D&D ROLEPLAYING STATS Languages —

ETTERCAP FANG GUARD LEVEL 4 SOLDIER
MEDIUM NATURAL HUMANOID (SPIDER)

INIT +6 SPD 5 CLB 5 (spider climb)

AC 20
Senses Perception +3
Resist 10 poison

FORT 17
Ⓛ Greataxe (standard; at-will) • Weapon
+9 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).
↓ Spider Bite (standard; at-will) • Poison
Requires combat advantage; +9 vs. AC; 1d6 + 4 damage. If the attack hits, the ettercap makes a secondary attack against the same target. *Secondary Attack:* +7 vs. Fortitude; the target is stunned until the end of the ettercap's next turn and takes ongoing 5 poison damage (save ends).
↓ Web Tangle (standard; at-will)
+7 vs. Reflex; the target is immobilized (save ends).

REF 16
Web Reaper The ettercap fang guard gains a +2 bonus to attack rolls and deals an extra 2 damage against restrained and immobilized creatures.

WILL 15
Web Walker An ettercap ignores movement effects of spider webs and difficult terrain related to spider swarms.

HP/Bloodied 56 / 28

STR +5 (16) CON +5 (16) DEX +4 (14) INT -1 (5) WIS +3 (13) CHA +2 (11)

D&D ROLEPLAYING STATS Languages —

EVISTRO (CARNAGE DEMON) LEVEL 6 BRUTE
MEDIUM ELEMENTAL MAGICAL BEAST (DEMON)

INIT +4 SPD 6

AC 16
Senses Perception +4
Resist 10 variable (1/encounter; see *Monster Manual* glossary)

FORT 18
Ⓛ Claws (standard; at-will)
+9 vs. AC; 1d8 + 5 damage.

REF 14
↓ Destructive Bite (minor; at-will)
Bloodied target only; +8 vs. AC; 1d6 + 5 damage.

WILL 14
Carnage The carnage demon gains a +1 bonus to melee attacks if it has one or more allies adjacent to its target (+3 if one of these allies is another carnage demon). This bonus stacks with combat advantage.

HP/Bloodied 90 / 45

STR +8 (21) CON +8 (21) DEX +4 (12) INT +0 (5) WIS +4 (12) CHA +1 (7)

D&D ROLEPLAYING STATS Languages Abyssal

BONESHARD SKELETON LEVEL 5 BRUTE
MEDIUM NATURAL ANIMATE (UNDEAD)

INIT +5 SPD 6

AC 17
Senses Perception +4; darkvision
Immune disease, poison; Resist 10 necrotic;

FORT 16
Vulnerable 5 radiant

REF 16
Ⓛ Scimitar (standard; at-will) • Necrotic, Weapon
+9 vs. AC; 1d8 + 3 damage (crit 1d8 + 11) plus 5 necrotic damage.

WILL 15
Ⓛ Boneshard (standard; at-will) • Necrotic
+9 vs. AC; 1d4 + 3 damage, and ongoing 5 necrotic damage (save ends).
← Boneshard Burst (when first bloodied and again when the boneshard skeleton is reduced to 0 hit points) • Necrotic
Close burst 3; +8 vs. Reflex; 2d6 + 3 necrotic damage.

HP/Bloodied 77 / 38

STR +5 (16) CON +5 (17) DEX +5 (16) INT -2 (3) WIS +4 (14) CHA -2 (3)

D&D ROLEPLAYING STATS Languages —

DEATHLOCK WIGHT LEVEL 4 CONTROLLER
MEDIUM NATURAL HUMANOID (UNDEAD)

INIT +4 SPD 6

AC 18
Senses Perception +1; darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant

FORT 15
Ⓛ Claw (standard; at-will) • Necrotic
+9 vs. AC; 1d6 necrotic damage, and the target loses 1 healing surge.

REF 16
⤴ Grave Bolt (standard; at-will) • Necrotic
Ranged 20; +6 vs. Reflex; 1d6 + 4 necrotic damage, and the target is immobilized (save ends).

WILL 17
⤴ Reanimate (minor; encounter) • Healing, Necrotic
Ranged 10; affects a destroyed undead creature of a level no higher than the deathlock wight's level + 2; the target stands as a free action with a number of hit points equal to one-half its bloodied value. This power does not affect minions.

HP/Bloodied 54 / 27

STR +2 (10) CON +4 (14) DEX +4 (14) INT +5 (16) WIS +1 (9) CHA +6 (18)

D&D ROLEPLAYING STATS Languages Common

DECREPIT SKELETON LEVEL 1 MINION
MEDIUM NATURAL ANIMATE (UNDEAD)

INIT +3 SPD 6

AC 16
Senses Perception +2; darkvision
Immune disease, poison

FORT 13
Ⓛ Longsword (standard; at-will) • Weapon
+6 vs. AC; 4 damage.

REF 14
⤴ Shortbow (standard; at-will) • Weapon
Ranged 15/30; +6 vs. AC; 3 damage.

WILL 13
Equipment heavy shield, longsword, shortbow, quiver of 10 arrows

HP/Bloodied 1

STR +2 (15) CON +1 (13) DEX +3 (17) INT -4 (3) WIS +2 (14) CHA -4 (3)

D&D ROLEPLAYING STATS Languages —

DIRE RAT LEVEL 1 BRUTE
MEDIUM NATURAL BEAST

INIT +2 SPD 6 CLB 3

AC 15
Senses Perception +5; low-light vision
Immune filth fever

FORT 15
Ⓛ Bite (standard; at-will) • Disease
+4 vs. AC; 1d6 + 2 damage, and the target contracts filth fever (see *MM* 219).

REF 13
Skills Stealth +7

WILL 11

HP/Bloodied 38 / 19

STR +2 (14) CON +4 (18) DEX +2 (15) INT -4 (3) WIS +0 (10) CHA -2 (6)

D&D ROLEPLAYING STATS Languages —