

CAVE BEAR

MEDIUM NATURAL BEASTS

LEVEL 6 ELITE BRUTE

AC

20

INIT +4

SPD 8

Senses Perception +5; darkvision

Action Points 1

⚔ **Claw** (standard; at-will)
+10 vs. AC; 2d8 + 5 damage.

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

FORT

21

REF

17

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

MEDIUM NATURAL HUMANOID (SPIDER)

LEVEL 5 CONTROLLER

AC

18

INIT +4

SPD 5

CLB 5 (spider climb)

Senses Perception +9

Resist 10 poison

⚔ **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.

Skills Stealth +9

Equipment leather armor, longspear

FORT

17

REF

16

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

MEDIUM NATURAL HUMANOID (SPIDER)

LEVEL 4 SOLDIER

AC

20

INIT +6

SPD 5

CLB 5 (spider climb)

Senses Perception +3

Resist 10 poison

⚔ **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).

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

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

Skills Stealth +9

Equipment leather armor, greataxe

FORT

17

REF

16

WILL

15

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)

MEDIUM ELEMENTAL MAGICAL BEAST (DEMON)

LEVEL 6 BRUTE

AC

16

INIT +4

SPD 6

Senses Perception +4

Resist 10 variable (1/encounter; see *Monster Manual* glossary)

⚔ **Claws** (standard; at-will)
+9 vs. AC; 1d8 + 5 damage.

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

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.

FORT

18

REF

14

WILL

14

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

MEDIUM NATURAL ANIMATE (UNDEAD)

LEVEL 5 BRUTE

AC

17

INIT +5

SPD 6

Senses Perception +4; darkvision

Immune disease, poison; Resist 10 necrotic;

Vulnerable 5 radiant

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

⚔ **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.

Equipment scimitar

FORT

16

REF

16

WILL

15

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

MEDIUM NATURAL HUMANOID (UNDEAD)

LEVEL 4 CONTROLLER

AC

18

INIT +4

SPD 6

Senses Perception +1; darkvision

Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant

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

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

⚔ **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.

↩ **Horrific Visage** (standard; recharge 4,5,6) • **Fear**
Close blast 5; +7 vs. Will; 1d6 damage, and the target is pushed 3 squares.

Skills Arcana +10, Religion +10

FORT

15

REF

16

WILL

17

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

MEDIUM NATURAL ANIMATE (UNDEAD)

LEVEL 1 MINION

AC

16

INIT +3

SPD 6

Senses Perception +2; darkvision

Immune disease, poison

⚔ **Longsword** (standard; at-will) • **Weapon**
+6 vs. AC; 4 damage.

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

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

FORT

13

REF

14

WILL

13

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

MEDIUM NATURAL BEAST

LEVEL 1 BRUTE

AC

15

INIT +2

SPD 6

CLB 3

Senses Perception +5; low-light vision

Immune filth fever

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

Skills Stealth +7

FORT

15

REF

13

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 —