

KRUTHIK HATCHLING

SMALL NATURAL BEAST (REPTILE)

LEVEL 2 MINION

AC

15

INIT +3

SPD 8

BRW 2

CLB 8

FORT

13

REF

15

WILL

12

HP/Bloodied

1

Senses Perception +1; low-light vision, tremorsense 10

Gnashing Horde aura 1; an enemy that ends its turn in the aura takes 2 damage.

⚔ **Claw** (standard; at-will)
+5 vs. AC; 4 damage.

STR +1 (13)

CON +1 (13)

DEX +3 (16)

INT -3 (4)

WIS +0 (10)

CHA -2 (6)

D&D ROLEPLAYING STATS

Languages —

GNOME SKULK

SMALL FEY HUMANOID

LEVEL 2 LURKER

AC

16

INIT +8

SPD 5

FORT

14

REF

14

WILL

12

HP/Bloodied

34 / 17

Senses Perception +2; low-light vision

⚔ **War Pick** (standard; at-will) • **Weapon**
+7 vs. AC; 1d8 + 3 damage (crit 1d8 + 1).

🏹 **Hand Crossbow** (standard; at-will) • **Weapon**
Ranged 10/20; +7 vs. AC; 1d6 + 3 damage.

Combat Advantage The gnome skulk deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Fade Away (immediate reaction, when the gnome skulk takes damage; encounter) • **Illusion**
The gnome skulk turns invisible until it attacks or until the end of its next turn.

Reactive Stealth If a gnome has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.

Shadow Skulk When a gnome skulk makes a melee or a ranged attack from hiding and misses, it is still considered to be hiding.

Skills Arcana +10, Stealth +11, Thievery +9

Equipment leather armor, war pick, hand crossbow with 20 bolts

STR +0 (8)

CON +4 (16)

DEX +4 (17)

INT +3 (14)

WIS +2 (12)

CHA +2 (13)

D&D ROLEPLAYING STATS

Languages Common, Elven

GUARD DRAKE

SMALL NATURAL BEAST (REPTILE)

LEVEL 2 BRUTE

AC

15

INIT +3

SPD 6

FORT

15

REF

13

WILL

12

HP/Bloodied

48 / 24

Senses Perception +7

Immune fear (while within 2 squares of an ally)

⚔ **Bite** (standard; at-will)
+6 vs. AC; 1d10 + 3 damage, or 1d10 + 9 damage while within 2 squares of an ally.

STR +4 (16)

CON +5 (18)

DEX +3 (15)

INT -3 (3)

WIS +2 (12)

CHA +2 (12)

D&D ROLEPLAYING STATS

Languages —

HOBGOBLIN ARCHER

MEDIUM NATURAL HUMANOID

LEVEL 3 ARTILLERY

AC

17

INIT +7

SPD 6

FORT

13

REF

15

WILL

13

HP/Bloodied

39 / 19

Senses Perception +8; low-light vision

⚔ **Longsword** (standard; at-will) • **Weapon**
+6 vs. AC; 1d8 + 2 damage.

🏹 **Longbow** (standard; at-will) • **Weapon**
Ranged 20/40; +9 vs. AC; 1d10 + 4 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against the same target.

Hobgoblin Resilience (immediate reaction, when the hobgoblin archer suffers an effect that a save can end; encounter) The hobgoblin archer rolls a saving throw against the effect.

Skills Athletics +5, History +6

Equipment leather armor, longsword, longbow, quiver of 30 arrows

STR +3 (14)

CON +3 (15)

DEX +5 (19)

INT +1 (11)

WIS +3 (14)

CHA +1 (10)

D&D ROLEPLAYING STATS

Languages Common, Goblin

GOBLIN SHARPSHOOTER

SMALL NATURAL HUMANOID (GOBLIN)

LEVEL 2 ARTILLERY

AC

16

INIT +5

SPD 6

FORT

12

REF

14

WILL

11

HP/Bloodied

31 / 15

Senses Perception +2; low-light vision

⚔ **Short Sword** (standard; at-will) • **Weapon**
+6 vs. AC; 1d6 + 2 damage.

🏹 **Hand Crossbow** (standard; at-will) • **Weapon**
Ranged 10/20; +9 vs. AC; 1d6 + 4 damage.

Sniper When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.

Combat Advantage The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will) The goblin shifts 1 square.

Skills Stealth +12, Thievery +12

Equipment leather armor, short sword, hand crossbow with 20 bolts

STR +3 (14)

CON +2 (13)

DEX +5 (18)

INT +0 (8)

WIS +2 (13)

CHA +0 (8)

D&D ROLEPLAYING STATS

Languages Common, Goblin

GHOUL

MEDIUM NATURAL HUMANOID (UNDEAD)

LEVEL 5 SOLDIER

AC

21

INIT +8

SPD 8

CLB 4

FORT

18

REF

20

WILL

17

HP/Bloodied

63 / 31

Senses Perception +2; darkvision

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

⚔ **Claws** (standard; at-will)
+12 vs. AC; 1d6 + 4 damage, and the target is immobilized (save ends).

⚔ **Ghoulish Bite** (standard; at-will)
Target must be immobilized, stunned, or unconscious; +10 vs. AC; 3d6 + 4 damage and the target is stunned (save ends).

STR +4 (14)

CON +4 (15)

DEX +6 (19)

INT +2 (10)

WIS +2 (11)

CHA +3 (12)

D&D ROLEPLAYING STATS

Languages Common

GOBLIN HEXER

SMALL NATURAL HUMANOID

LEVEL 3 CONTROLLER

AC

17

INIT +

SPD 6

FORT

14

REF

15

WILL

16

HP/Bloodied

46 / 33

Senses Perception +2; low-light vision

⚔ **Hexer Rod** (standard; at-will) • **Weapon**
+7 vs. AC; 1d6 + 1 damage.

🏹 **Blinding Hex** (standard; at-will)
Ranged 10; +7 vs. Fortitude; 2d6 + 1 damage, and the target is blinded (save ends).

🏹 **Stinging Hex** (standard; recharge 5,6)
Ranged 10; +7 vs. Will; the target takes 3d6 + 1 damage if it moves during its turn (save ends).

☁ **Vexing Cloud** (standard; sustain minor; encounter) • **Zone**
Area burst 3 within 10; automatic hit; all enemies within the zone take a –2 penalty to attack rolls. The zone grants concealment to the goblin hexer and its allies. The goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.

🏹 **Incite Bravery** (immediate reaction, when an ally uses goblin tactics; at-will)
Range 10; the targeted ally can shift 2 squares and make an attack.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will) The goblin shifts 1 square.

Lead from the Rear (immediate interrupt, when targeted by a ranged attack; at-will) The goblin hexer can change the attack's target to an adjacent ally of its level or lower.

Skills Stealth +10, Thievery +10

Equipment leather robes, hexer rod

STR +1 (10)

CON +3 (14)

DEX +3 (15)

INT +0 (9)

WIS +2 (13)

CHA +5 (18)

D&D ROLEPLAYING STATS

Languages —

GNOME ARCANIST

SMALL FEY HUMANOID

LEVEL 3 CONTROLLER (LEADER)

AC

16

INIT +1

SPD 5

FORT

13

REF

15

WILL

13

HP/Bloodied

46 / 23

Senses Perception +1; low-light vision

Aura of Illusion (Illusion) aura 5; the gnome arcanist and all allies in the aura gain concealment and can hide in the aura.

⚔ **Dagger** (standard; at-will) • **Weapon**
+6 vs. AC; 1d4 damage.

🏹 **Scintillating Bolt** (standard; at-will) • **Radiant**
Ranged 10; +6 vs. Fortitude; 1d6 + 4 radiant damage, and the target is dazed (save ends).

🏹 **Staring Glamor** (minor; at-will) • **Fear, Illusion**
Ranged 10; +7 vs. Will; the target shifts 1 square

⬅ **Illusory Terrain** (standard; recharge 4,5,6) • **Illusion**
Close burst 5; targets enemies; +7 vs. Will; the target is slowed (save ends).

Fade Away (immediate reaction, when the gnome arcanist takes damage; encounter) • **Illusion**
The gnome arcanist turns invisible until it attacks or until the end of its next turn.

Fey Step (move; encounter) • **Teleportation**
The gnome arcanist teleports 5 squares.

Reactive Stealth If a gnome has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.

Skills Arcana +12, Bluff +8, Insight +6, Stealth +8

Equipment robes, dagger

STR +1 (10)

CON +3 (14)

DEX +1 (10)

INT +5 (18)

WIS +1 (11)

CHA +3 (15)

D&D ROLEPLAYING STATS

Languages Common, Elven